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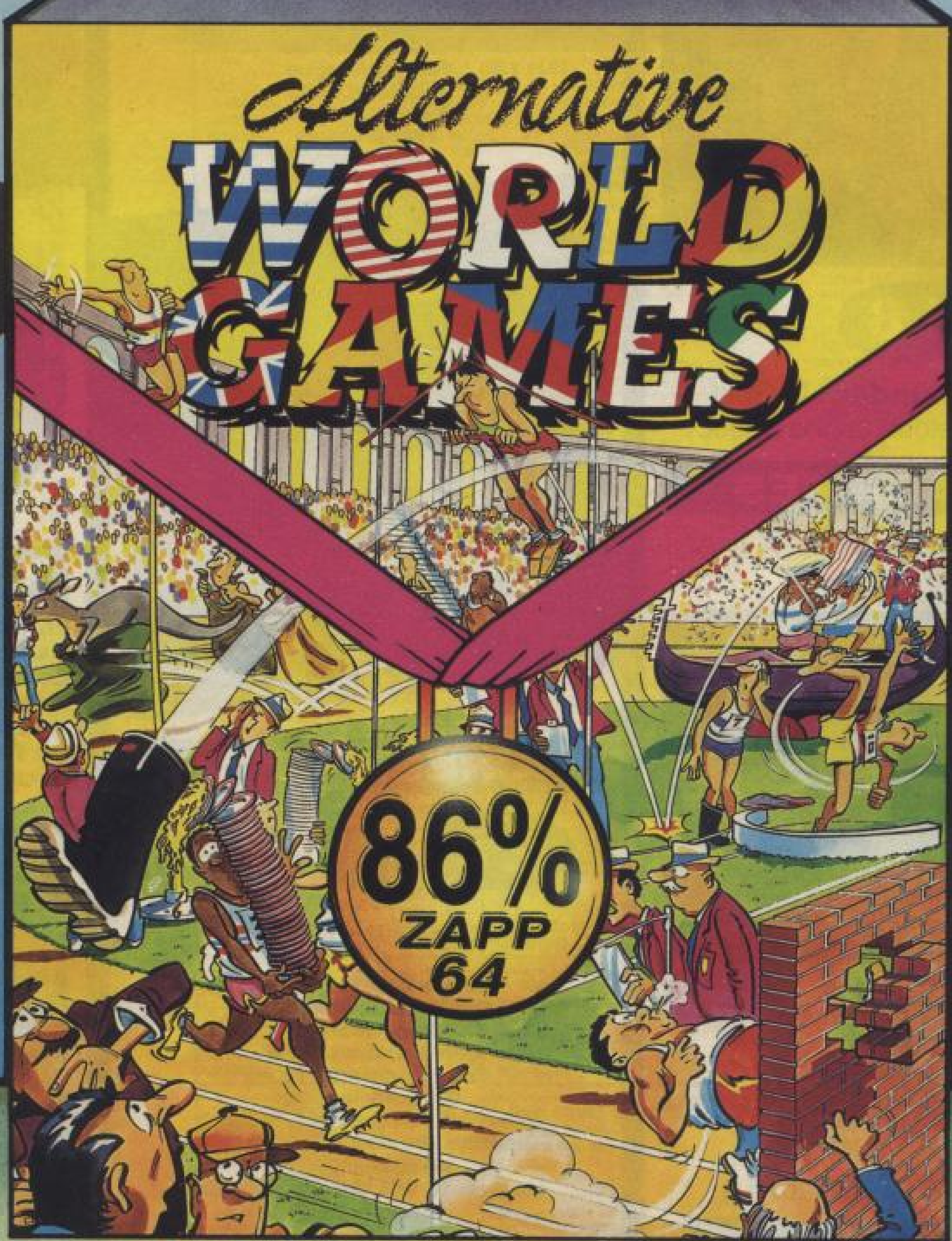
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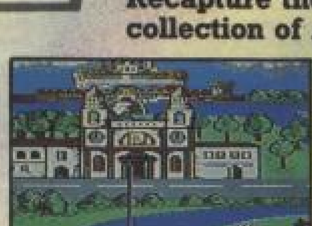
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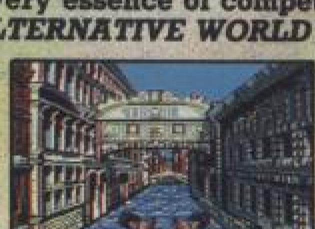
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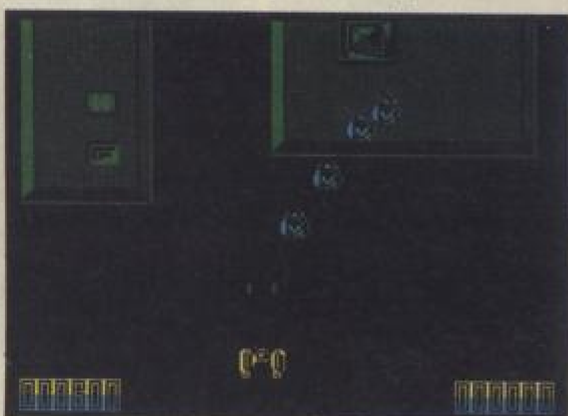
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Full Metal Hatstand



"Gee, Sarge, what are we doing here... the horror of it all..."

"I know son, it's a terrible thing to have to plug your computer game by getting all togged up like soldiers..."

"But why, Sarge, why us? What's this war all about?"

"It's about money, boy, about £8.95. And it's about Cascade, advertising its new game based on 'Nam, called 19 Part One — Boot Camp. That's what it's all about."

"So, you're telling me it's just a senseless waste of human life? I can't take it any more! I'm losing mah grip! Waaaahhhh!"

"Leave it out, pal. It's only a publicity pic. You can go home in a minute. Sheesh, what a fruitcake!"

Schwarzenegger in The Kays Mail Order Catalogue



Arnie is wearing the very latest in sleeveless combat vests, over a chic little khaki number with utility pouch pockets, and a skin tight camouflage 'v' neck T-shirt. Arnie make-up was done by Monsieur Frank at Frankie's Lube And Lunch Garage, Scranton, New Jersey. Photo by Hold It There Lovey Photographic.

Trainspotters Through History
Our irregular and irreverent series in conversation with the World's Greatest Ever Trainspotters

12 · Simon Bates



"Hello listeners, Simon 'Throaty' Bates here, and now in glorious technoslobber, it's time for *Our Tune*... (cue squelchy music) ...ooo, this one'll tear your heart out. (snigger) I've got this letter from... well, let's call her Sharon... cos that's her name (haw haw). Anyway, Sharon met this boy, Dave, on a blind date, and what with being St Valentine's Day an' everything, they fell in lurve. But on the way home from their date, they were kissing while crossing the road and, well, basically they got hit by a truck. Later in hospital, Sharon was frantic to find out what had happened to her new love, 'cos, she'd never had a boyfriend before and didn't want to lose her last chance of happiness. (snif) Finally she was told that her boyfriend was blinded in the accident, and that a donor was needed to retain his sight. And so, after a bit of soul searching, she agreed to donate her eyeballs to him. And that was that. They were married, and today they live in Sheffield with their faithful guide dog Stinky. And Sharon adds a message for her hubby (snort snigger) — yes, you Dave, and dedicates this very special *Our Tune* to you. And here is is... *Can't Take My Eyes Off Of You* by Andy Williams..."

Halo, I Love You, Won't You Tell Me Your Name?

Not satisfied with cleaning up all the plaudits in *2000AD* and getting rave reviews for her new Piranha game, Halo Jones, the fruitiest comic strip hero since Betty Boop, is currently touring in her own stage show. You may just have time to book for the last few shows in the tour, if you hurry. The remaining shows are at the Burnley Mechanics (Burnley) 17 February, The Grange Arts Centre (Oldham) 18-19 February, Harlequins Theatre (Norwich), 5 March, Roadmender Centre, Northampton, 10 March, the Tamworth Arts Centre (Tamworth) 25 March.

Roses Are Red, Violets Ar B

From

FRONT

to you

O my love, can we have been parted for so long! Ha
clipped our news stories fir



Who's this grimacing beard? Oh it's Danny Kishon, originator of the best selling *September*, the board game on which Activision's new soon-to-be-smash computer game is based, cunningly called *September* to avoid any confusion. (*Huh? Ed*) Danny apparently came up with the idea on a long bus journey when he was unemployed, like you do, and now passes all his time working out how to spend all the dosh he's earned. So, let that be a lesson to you. Don't waste those stupid ideas you have in the bath. Sell 'em!

Kempston Micros, never one to stand still, has recently released a version of its popular Kempston Mouse. The new casing is very flash, looking something like a cross between a Star Trek phaser and a telly remote control unit. Inside, the mouse contains new high resolution mechanical parts, and to make a good deal even better, they're banding the mouse together with a program called Spectrum Toolkit. This is basically a program which allows you to make your own WIMP (Windows Icons Mouse and Pointers) on-screen environment. You can edit the icons to your own designs, and put windows on the screen to show all your tape and disk operation in this modern and easy to use format. The Kempston Mouse and Toolkit is available for the cut-down price of £49.95 for any Spectrum, or if you already own one of the old Kempston Speccy mouses you can get Toolkit for a mere £9.95.



FREE BADGES!

ONE TOKEN



It's now time to tell you about the second token you'll need to complete your set of free YS badges. You got one free with the last issue, but now you need two tokens for another one in the set, three for two, and four for the whole three. (Got that? Good, 'cos we'll be asking questions later.) So including this token here (well, over there actually,) and the other one you snipped out last month, you now qualify for one of the other badges... but WAIT! Hold it! Stop! Don't be so hasty! If you wait until you've collected all four tokens and send them in together, you can get the whole set. All right, so you want a badge now... but bear in mind if you do want any of the other designs you'll have to collect two tokens for the next one and three to get the remaining two! If you'd like to send in your two tokens now, whip them into an envelope and send them to: YS Badge Offer, Your Sinclair, PO Box 320, London N21 2NB, carefully stating which designs you'd like out of the set.

Monty Challenge

After the earthshattering success of the Batty Challenge, we foolishly thought, "yup, well let's do the same sort of thing with *Moley Christmas*, our exclusive Monty game that enlightened readers will have found sellotaped to their Christmas issues." And blow us down if the response wasn't even faster. By first post Tuesday 9 December we received no fewer than seven correct entries (for the answer and sundry tips on the game, fast forward to *Tipshop*). And drawing one from the hat, the winner is... Dafydd Daniel from Bangor in Gwynedd. Congrats, Daf, you win 15 spankerillo games from the *YS* library!

It seems a little unfair not to mention the gallant runners-up, who are; Miles Page from Hornchurch; Cyril Pean from Clapham; Steven Frazer of Peckham; Stephen Keating from Edmonton; MS Anderson from Herne Hill; and, wait for it, Genghis Khan from the Balls Pond Road. Good stuff, molesters! (*Eh? Ed*) Each of you six win three games (all from the heart of our bottom), so never let it be said we're ungenerous — 'cos if you do, we'll send the boys round.



reBlue, A Valentine Wish,

rom

TLINES

you!

g?*Has it been but one short month since you last es firmly to your breast...?*

Sports Desk



And now, live from the Beating-Yourself-in-The-Neck-With-Fluffy-Toy-Piranhas-Finals in Guacamole, South America, it's Roger Hulley of Alternative Software. "Watch out for (biff!) Piranha games *Trap Door, Popeye,* (biff biff!) *Strike Force Harrier, Rogue Trooper* and *Nosferatu* being re-released by Alternative at £1.99. At these prices (biff!) you can afford to buy the set! (biff biff!) Yahoo!"

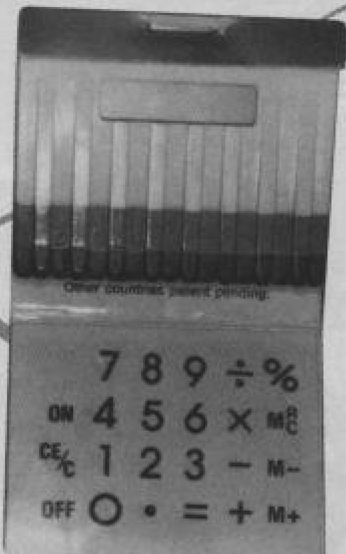
Strike A Light!

That little firebug, Telecomsoft, has been lighting a fire under everyone in the industry recently, by sending us all these little matchbook calculators. We thought they were so much fun that we'd do a special YS/Telecomsoft compo to win some. The best bit is that all you need to do to win one of 15 of these special Telecomsoft gizmos, is answer this single burning question:

When was the Great Fire Of London? Was it:
a) 1555
b) 1666
c) 1777

YS COMPO

A piece of cake, eh? (Ho ho, Little historical joke there!) If you think you know the right answer, send it on a postcard to: London's Burning, London's Burning, Fetch The Engines, Fetch The Engines Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh yes, and get off your entries by 31 March 1988, or you'll be out of luck. So ner.



T'ZERS

December is usually a fair old month for software sales — as you'd expect really, what with Christmas slap bang in the middle of it. But Gallup reports that this year we bought on average 2.5 times as many games as in a normal month — or at least, our parents did. And there was a big reversal in the market shares of full price and budget games, with the £8-£10 games accounting for two-thirds of all sales. As you'll see in *Street Life*, the chart was rather dominated by US Gold and Ocean, who between them managed more than half of all full price sales. Yes, funsters, we're talking serious piles of dosh here, vast wads of notes packed into suitcases and driven by tall men with helmets and truncheons to the bank. Anyone fancy starting a software house...?

The biggest game of the pre-Christmas period? *Out Run*, of course, which in about two minutes sold over 200,000 copies on all formats, which makes it just about the quickest selling game ever. But was it any good? Opinions in the *YS* office are sharply divided, but for Jonathan Davies' review, see *Screenshots*.

And at last — the spring games! What will we be seeing on the shelves as the flowers burst forth into bloom, trees are blown out of the ground by 120 mph winds and icy conditions kill three in Grimsby? Toy-connected titles are still fashionable, so there'll be *Action Force II* from Virgin, and from Gremlin, *Venom Strikes Back*, the third game in the *MASK* series. CRL too is busy, with loads of titles including a *Ballbreaker Construction Kit* with *Ballbreaker II* on the flipside), and *Loads Of Midnight*, a text adventure parody of guess what? Activision's currently working on a spruced-up version of *Supersprint*, entitled *Championship Sprint*, while budget pretenders The Power House have ten titles due in the first three months. So there's no need to despair — you won't have to play *Out Run* for ever! (Sorry.)

Meanwhile, there's still no release date for the much-delayed *Ikari Warriors* from Elite. Turns out that the Speccy version's been ready for months, but Elite wants to wait until the C64 (ptui) version is finished and then release them all together. So we'll all have to wait.

The New Year has also brought with it a few quiet cancellations of games we've mentioned in the past but never seen hide nor hair of. Matthew Smith's supposed comeback for Software Projects, *Attack Of The Mutant Zombie Flesh-Eating Chickens From Mars*, is probably the best known — others are PSS's *Hero Quest*, Lothlorien's *Stellar Holocaust* and *Circus Maximus* (bad news for strategy fans), and Elite's *Trojans*. Oh, and Virgin's *Duelmaster* game has been 'postponed', so don't expect to see that either!

A bit of good news for +3 owners (both of 'em) — Gremlin decided to leap in at the deep end and release every game from now on on the new format. Woss more, a few of the company's pre-Chrimble games will also get the disk treatment, specifically *Gary Lineker's Superstar Soccer, Jack The Nipper II, Masters Of The Universe, Deflektor* and *Basil The Great Mouse Detective*. We'll be having a good look at what's happening for the +3 in the next ish!

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FUTURE SHOCKS

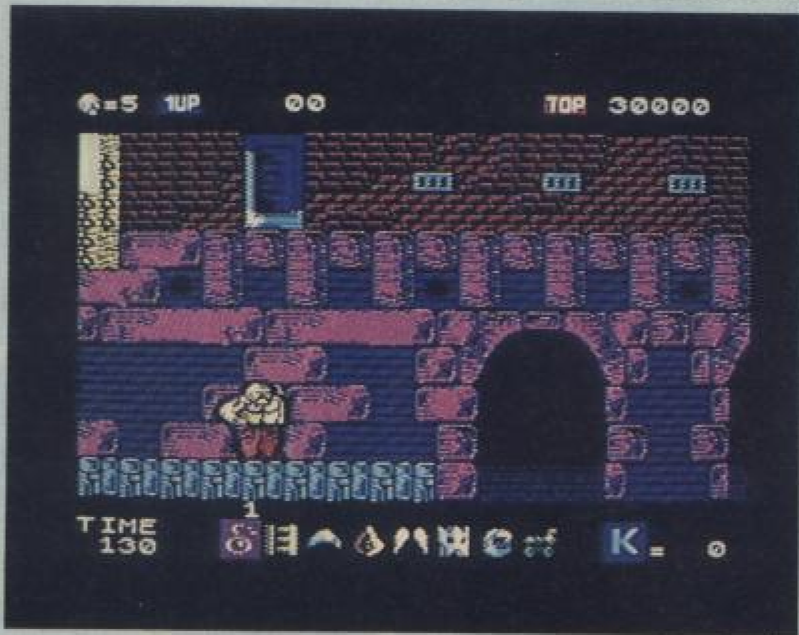
More previews than *Large Mixed Retailing*! More screenshots than *Pig International*! More stupid jokes about nothing in particular than *World Potato*! Yes, its...

KARNOV

Who is Karnov? One thing's for sure, he does make exceedingly good arcade licences. And if these screens and the little rolling demo we saw is anything to go by, exceedingly brilliant FULL COLOUR Spectrum conversions from Electric Dreams, too! Data East's coin-op *Karnov* is the story of a big and butch fire-breathing Russian of the same name, who runs amok through nine levels full of baddies in his search for the Lost Treasure Of Babylon. The baddies are a bit unusual too, with hordes of angry dragons, deadly ostriches, killer biscuits... whaat? Nah, can't be. Anyway, so you've got to walk, swim, fly, jump, run and climb through all the nasties, and grab the dosh before any of them try to put your fire out.

It's true, when we looked at the transparencies we shook our heads and said, "Nah, that's norra Speccy game. Too many colours, cock." But we were wrong, and we had to be shown an actual demo to be convinced. This has to be the most accurate conversion of an arcade hit in years, with all the colour pizazz of the original squeezed down into the Speccy, and all for £9.99. A snip, we reckon, and if this game isn't number one in a couple of weeks, we'll eat one of these biscuits here... AARGH!

PREVIEW OF THE MONTH



Wow! Here's a prime example of the stunningly colourful screens in Electric Dream's fabby new *Karnov*. The thing we can't get our heads round is how do they get all those colours on the character and background without them mixing like a kiddies paint set? We think it's magic, but you can make up your own mind.



Gasp! There are ladders around that you can climb (you little ladder climber you!) to escape from the baddies and collect extra powers on your quest to collect the final doshbag. *Karnov* was a popular machine in the arcades and we confidently predict it'll be a fire-breathing success on the wubber keyboard too!

THING

There are certain things even your friends won't tell you. You know — you've got bad breath, you smell like a halibut, your face is upside down and so on. But according to the instructions to this game... well, we don't like to mention it... but apparently, You Are The Thing.

Fortunately, this is not the sort of Thing that eats humans for breakfast, not to mention lunch, tea, dinner and the post-elevenses, pre-lunch mid-morning, snackette (as favoured by P Snout). It's a kindly soul, a sort of intergalactic postperson (postthing?) who has to deliver a special package to the leader of the Dingalingers. Hey, that rings a bell.

Or rather a ball, 'cos that's what the package is. The Ball, which turns out to be more of a passenger than a package, travelling in mufti, or rather brown packing paper. This Ball cove is political adviser to the Astral Harmony Council, whose services are needed to prevent the Dingalingers getting into a, er, dingaling.

The story goes on a bit more in this vein, but never mind about that. *Thing!* has been written by Colin Swinbourne, who did *Joe Blade* and *Deviants*, and is in the same explore 'n' shoot vein. Players is the label, March is the release date, and the price? £1.99.



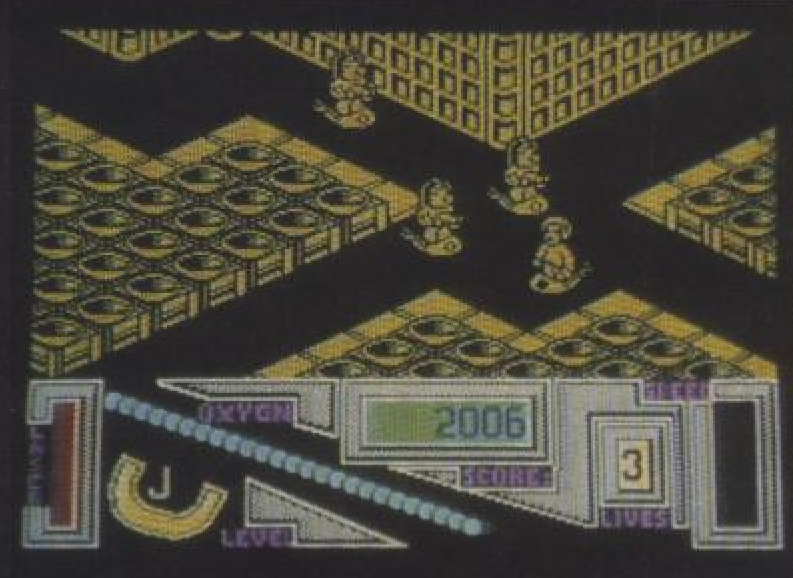
FUTURE SHOCKS

TELADON

Teladon what? What he wanna know, greaseball. No, it's got naff all to do with Al Pacino, but an awful lot to do with shooting things and whatnot. You're not going to believe this, but we're told that *"Teladon* probably represents the most impressive technical breakthrough seen on the Spectrum for several years." Geddaway! Another one? 'Cos although it loads all together, like, the game has two entirely different environments squeezed into its particles. Hmmmm. The last game that claimed anything so flash was Argus' *The Tube*, but let's not be cruel. And *Teledon* is the first release from a brand new software house, Destiny, run by Francis Lee, whom you may remember as the brains behind *Beyond* and *Starlight*, but whom we always think of as Manchester City's exciting number 10 shirt in about 1971. *(Wrong one, cretins. Ed)* Oh well, never mind. Still, it's out v. soon apparently, at £8.95.



The first bit involves the hero grooving down a valley on a hoverbike, avoiding all manner of hazards and irritants and of course, zapping at things randomly. Sounds like the M1, dunnit? *(When did you last overtake an enormous ice cream cone on the M1? Ed)* Okay, M62 then.



And here we're in 3-D isometric land, so you can bet your last Rolo that there'll be some mappin' in with the zappin'. *Teladon* was written by Nick Eatock, author of *Greyfell* and *Sorderon's Shadow*, so it could well be a smile and a half.

PREDATOR

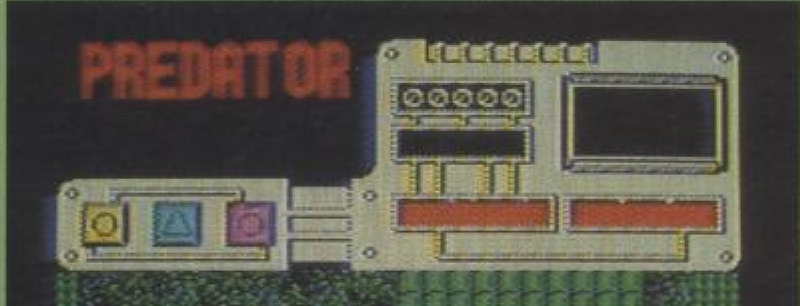
Time to don your butch riding gear again, inmates. Activision is all set to release *Predator*, where Arnold "My Thighs Are The Size Of Oak Trees But My Brain's The Size Of An Acorn" Schwarzenegger struts his manly stuff around the Latin American jungle.

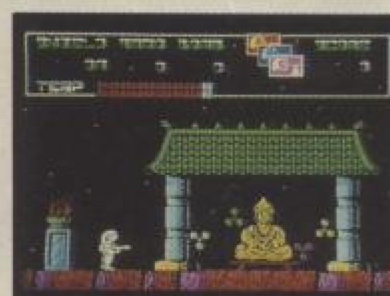
Activision claims that the game follows the storyline very closely (no giggling at the back), and you take on the role of the big man himself in an attempt to rescue a group of allies who have been caught by the guerrillas (sounds painful).

This all proves to be a bit futile when you reach the base camp to find that your pals have already been given a wooden box each, and the real aim of the game is to actually get back home. Hardly seems worth making the effort to go in the first place, eh?

On the return journey you find yourself up against a particularly nasty enemy who tries to terminate your existence whenever he can — and as long as you can survive long enough in the jungle, you'll eventually meet him in a head-to-head confrontation, where you've got no weapons except your own physical strength.

By the time you read this, copies of *Predator* should be around for the normal Activision price of £9.99. Available at your local armoury now!



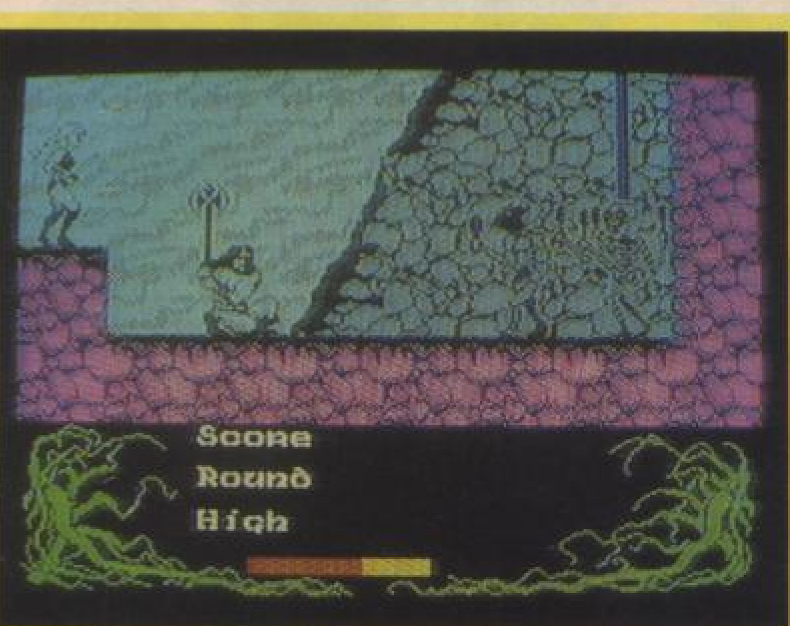


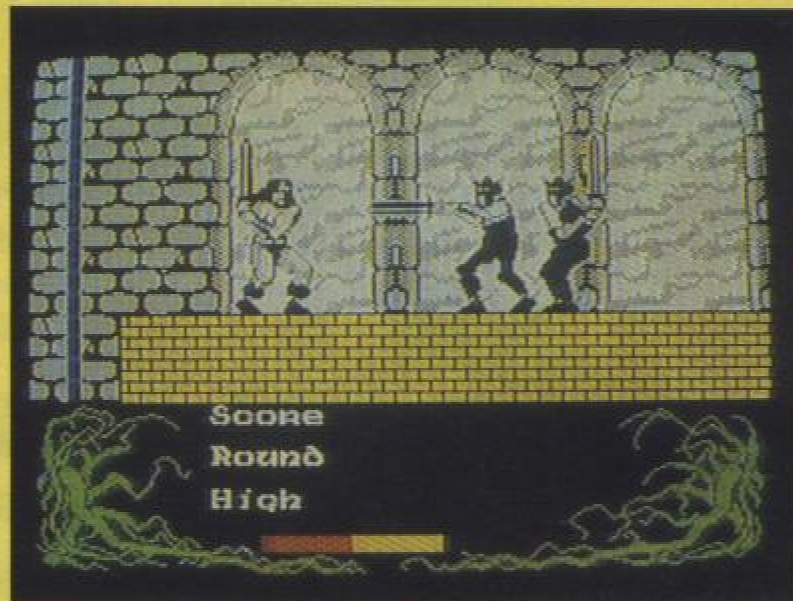
YETI

Destiny's other game is *Yeti*, an arcade adventure based in the Himalayas, which have obviously changed a bit since the last time we were all there (brag, brag — actually none of us have been further east than Colchester) — if only that they now resemble a scene out of *Exolon!* But in truth, aardvarks, this looks a rare old challenge. It's up to you — you poor sap — to battle through the harsh sub-zero temps of Tibet and Nepal in order to find the mythical snow creature known as the Yeti. Why bother? You may ask. Well, think of the chat shows, the spin-off TV series, the books, the newspaper articles, the enormous house in Henley-on-Thames. Right, so pay attention. It's no party, 'cos the Dalai Lama disciples, fearing that you will destroy the auld beastie, are out to stop you — and they won't just write a rude letter to their MPs, you know.

Again, there's no release date yet for this one, but we're assured that the damage will not exceed £8.95.

FUTURE SHOCKS





RASTAN

Here's one we saw in an early form up at Ocean's luxurious Manchester HQ last autumn, and it looked a cracker even then. You'll probably know the coin-op, a riproaring slice-athon from Taito which takes your overmuscled hero through a never-ending quest across hill and dale, slashing to pieces anyone unlucky enough to be in the way. The original, of course, had fairly spiff-ho graphics, even for a coin-op, but it's remarkable what a good job Imagine's programmers have done in converting it. Big sprites, loads of colour — we can't wait. Let's hope it doesn't have a case of the *Out Runs*, and that it moves a little faster than Phil on the way to the bar when it's his round. A review, let's hope, in the next ish — meanwhile, keep your peepers peeled, 'cos it's out soon, £7.95.

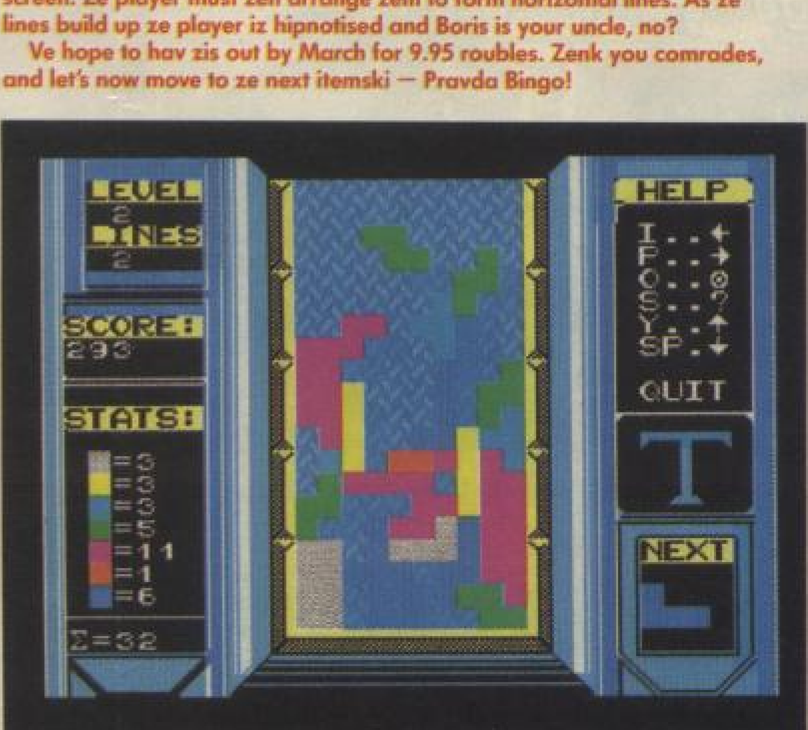
TETRIS

Okay-ski, comrades, our glorious union haz come up viv ze answer to ze British intelligence problemski. Vee hav developed dis new topov secret veapon viv vich vee vill kill off ze fascist elements of ze vest, i.e. you lot! Our comrades in ze esbionage division hav cunningly disguised ze veapon as a computer game vich vill eventually vipe out ze minds of zose Maggie-loving running dogs of capitalism.

Our comrades in ze *Mirror* hav total agreements with us on passing the gameski around.

You vish to know how it vorks — ve shall tell you, comrades. At ze start of ze game all zeese differently shaped blocks fall from ze top of ze screen. Ze player must zen arrange zem to form horizontal lines. As ze lines build up ze player iz hipnotised and Boris is your uncle, no?

Ve hope to hav zis out by March for 9.95 roubles. Zenk you comrades, and let's now move to ze next itemski — Pravda Bingo!





A•T•F

No, it's not an anagram of 'fat' — this is the Advanced Tactical Fighter, a whizzy new kite designed by Lockheed and flown by barmpots in the US Air Force or some such. And now Digital Integration (the people who gave you *Tomahawk*, which is now available on +3 disk, by the way) has put together a simulation based on this hi-tech plane, so you too can fly across enemy territory and shoot down gooks without having to learn what all the knobs and lights mean, and without having to start a war either. Yeah! Still, looks a bit neat, narmean? *ATF*'s out from DI ASAP at £9.95 — and it'll probably be on disk too!

COMING NEXT MONTH…

…the month of April. Well let's hope so, anyway. Can you imagine the palaver if August suddenly turned up instead? Well, some of our old faves in this column have about as much chance of appearing in this office as August — Firebird's *Chola* to name but one. But there are distinct signs on the horizon of *The Last Ninja* by System 3, *Buggy Boy* by Elite, *PHM Pegasus* and *The Bard's Tale* by Lecky Arts and possibly even *Roy Of The Rovers* from Piranha. We won't promise anything, though…



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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

WELL FANCY THAT

There are two reasons why I am writing this letter. First of all, I would like to say thank you for the free stickers which you gave away a long time ago, and secondly to say that you are a lifesaver. How is this, you might ask? Well, last Christmas my faithful Speccy broke down so I packed it away and sent it to Specialist Computer Repairs, and after about six weeks I got it back. Three days later it broke down again so back it went. Well, as you know the company went bankrupt, and I didn't know my computer's serial number, but the only thing that saved it was one of the stickers that you gave away a long time ago.

Nigel Wakeling
Cwm Penmachno,
Gwynedd

I knew our stickers were good — but not that good! Lifesaving, eh? It makes me feel all warm inside to think that a YS gift should breathe life into a poor ailing Speccy! Hope the cover mounted games came in just as useful. Maybe you could stick them together and make a lifeboat. ***Ed***

WELL USEFUL

Here's a useful tip for +3 owners. A 0.1mfd capacitor across the Load jack will convert the input circuitry so that it'll work with *any* tape recorder. It's a pity that Amstrad couldn't afford the expense of a whole 10p to do this modification!

G A Bobker
Unsworth, Bury

Sounds like a well crucial tip there. But make sure you know what you're doing before you try this. And remember never attempt to fettle about in a Speccy's innards with the power switched on! ***Ed***

BOG RHYMES

How utterly pervgusting of you! I refer to December's Star Letter, ie the poem written in Irish. Obviously nobody in the *YS* offices can speak Irish (even Irish people have problems!) so I shall give you a loose (but fairly accurate) translation:

The wind is screaming through my hole(!!!)
Without stopping, without stopping.
(*Do we want any more of this? Ed*) (*YEAH! Rest of staff*)
Your breast (oo-er!) is like a large mountain,
Your legs are like a boat.
Maybe you're not a ... (*Right! Stop it there! Ed*)

Note that the poet's grammar is dismal in places, so this translation was the best I could manage.

As a member of the People Who Are Worried About Increasing Perviness In *YS*, I shall haul you before the courts unless you immediately give this the Star Letter and denounce Ciontaigh O Cialla as a perv with bad grammar.

Stanley The Elk MBE (aka Jim Shine)
Dungarvan, Co Waterford

I was shocked and stunned when I read your translation. Are you sure it's right? Ciontaigh may well be a perv with bad grammar but at least he's donated the games to a worthwhile cause. I'm afraid you don't get the Star Letter 'cos I don't want to encourage this sort of thing. Not only that, you might start translating YS! ***Ed***

SHELLY OR SHAN'T HE?

I was delighted to see that you gave me the Star Letter in the December issue. That was just one of my many poems from my new book, *"Ciontaigh O Cialla's Love Poems"*.

Regarding my prize of three free games, I would like to donate them to a children's charity, as I can accept no material reward for my poetry.

Ciontaigh O Cialla
Carryblusk, Co Cork

After finding out what your poem said I wasn't going to send three games to you anyway. You should be ashamed of yourself you disgusting pervert. Thankfully nobody else knows what a truly indecent human being you really are. Still, at least the games are now going to a good cause. We'll send them to the NSPCC on your behalf. ***Ed***

OO-ER!

I'm writing this letter in my kitchen while my mum and sister are talking. (Believe me, it's awfully hard.)

Danny Kings
Hanley Swan, Worcester

Thank you Danny, but we didn't wish to know that — kindly leave the stage. ***Ed.***

HATSTAND

It's me again. What do you mean, Who? Who else writes in blood with a sea dart missile? Phil does? Oh... sorry... sniffle...

Call me Susan if you like, but T'zer is short for 'The Zer', an ancient poliographical mega-cure for zits. Don't worry, your secret's safe with me!

And behold, three bright lights materialized, and did hover over downtown Nazareth for two hours, and of course this proves conclusively that the only similarity between ZZ Top and the Zero Option is that they both have long hair... eh?

Je voudrais apologise pour cette v daft letter, but wot the hell, wot are you if you're not mad?

Captain Chaos
Burnley, Lancs

Wot indeed? I haven't the faintest idea what you're wittering on about but we were rather short of letters so we're putting it in anyway. ***Ed***

WORRA BERK

I think that 'the thing upstairs' in *Trap Door* is in fact our one and only Phil South. Two clues to this are 1) 'The thing upstairs' eats a lot, same as Phil, and 2) They're both fat and cuddly slobs.

Phil Houghton
Carlisle, Cumbria

I really think you're being totally unfair. 'The thing upstairs' couldn't possibly eat as much as Phil and I doubt he's as fat and cuddly. And anyway Phil doesn't work for a Berk. ***Ed***

DOODLEBUGS

Keep on doodling — its a doddle! Send your cartoons to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for any cartoon we do bung in.



This month's Doodlebug comes from Christian Coenraads from somewhere in Holland. We say 'somewhere' 'cos Chris forgot to include his address! So write today, and claim your prize!

Letters

POINT-LESS

I will get straight to the point, as I feel that a letter should always be right to the point with no beating about the bush so to speak — or write — so here it is — the point of the letter, that is (*Get on with it.* ***Ed***).

I am a Vic 20 owner and am intending to send it to you bit by bit, piece by piece, if you don't send me a badge. I must warn you that I own a fair bit of software for the Vic, and having that sent to you in the post all the time is not a nice thing to happen, I can tell you. To prove my threat is real, I enclose a Vic 20 program, with the reminder that more will come if you don't do as I ask.

Stephen Bond
Plymouth, Devon

```
POKE 36878,10
FOR L=230 TO 128 STEP -1
POKE 36876,L
FOR M=1 TO 20
NEXT M
NEXT L
POKE 36876,0
POKE 36877,200
FOR L=15 TO 0 STEP -.05
POKE 36878,L
NEXT L
POKE 36877,0
```

Oh my God! Not the Vic 20 program please. Anything but that! Okay, okay, I'll send you a badge if you promise never to send me anything remotely Vic 20 like again. ***Ed***



TRAINSPOTTER AWARD

OOH YOU TEES

I claim to be a trainspotter. Take a look at pages 70 and 71 of the December '87 issue, at the text for the T-shirt offer. "This is just what you need now that summer's on its way". Are you kidding?

Jerry Stathatos
Athens, Greece

No we're not. As it's winter at the moment that means it isn't summer and since summer comes after winter every year by deduction this must mean that summer's on its way. So you don't actually qualify for a Trainspotter Award. Still, since you come from Greece it may still be summer for you so I'll give you the benefit of the doubt and send you an award anyway. ***Ed***

MERDE ALORS!

I claim a Trainspotter Award for spotting a word in the Compo Winners' section of the December edition, which I don't think should have been there. The word began with SH and, I hasten to add, ended with IT. It shouldn't have been there, should it?

Michael Bowen
Llandudno, Gwynedd

No, you're quite right it should actually have read spit. ***Ed***

SHORT CHANGED

I am utterly confounded with disbelief. I walked into the newsagents and grabbed my YS, and found I had forgotten about the free VIZ comic. As I bought a packet of crisps a cheeky sales woman suddenly said "Let me see your receipt." So I handed it over, and she took my YS away.

Two minutes later she came back and said "I'm sorry but the mag with it is offensive and you are not allowed to have it."

If you had to be 18 to buy it, I demand a Trainspotter Award as this wasn't printed on the mag. If I was ripped off then I demand a free copy of VIZ immediately.

M Andrews
Radcliffe, Manchester

You're quite right, you do not have to be 18 to get a copy of VIZ. Unfortunately, some newsagents objected to VIZ, considering it vulgar, and so removed it from the magazine. I'm afraid the only way to get a copy is to buy a Back Issue as we don't have any here in the office. ***Ed***

ANNIE'S SONG

Sorry to be so bold, but do you have any jobs at Rathbone Place? Obviously I would pay for such a privilege. I'm sorry I can only afford to pay £100 a week but I have to buy important things like food.

Jon Denver
St Ives, Cornwall

You're hired! Has your singing career taken a turn for the worse then? I can't honestly say I'm surprised. ***Ed***

AAAHHH, STROARDINARY!

In the October edition of *Your Sinclair*, the review of *Renegade* got 9 and a megagame. In the November edition *Draughts Genius* by Rack-it got the same marks as *Renegade* and only got eight. Why is this?

David Coleman
Litherland, Liverpool

The TOTAL mark isn't worked out as an average of the other marks — it's just the reviewer's overall impression of the game. And as reviewers tend to mark differently (being different people) you often get what seem like contradictory marks. But it's still reasonable, I'd say, for both games to have the same graphics, playability, vfm and addictiveness marks, while Renegade *is judged better, in the end, than* Draughts Genius. *That's really what the TOTAL mark is for.* ***Marcus***

STICKY PROBLEM

STAR LETTER

As you know, in the past people have had trouble getting your free games off the mag. Until now, that is. I have developed a way of getting them off without tearing anything. So just follow these simple instructions:

1. Lift the cassette a centimetre off the cover.
2. Place your hands (make sure they're washed) under the tape.
3. Lift off the tape slowly.
4. If it tears the mag, buy a new one and start again..

Tony Murphy
Killarney, Co Kerry

Brilliant! If we make the Sellotape even stickier you'll just have to go and buy loads of mags. I think your tip is so good that I'm sending you three bazzy games for being the Star Letter winner. ***Ed***

RAGING STORMS — TAKE COVER!

I recently purchased the December issue of YS. The mag's great but I don't know about the 'free' game on the front! How can you have the nerve to put out a game as bad as *Play For Your Life*? More like *Plague Of Your Life*. This game is totally hopeless! You can never tell where the ball actually is! You just cannot do 3D effects with this type of game! It does not work!

Another criticism — *Road Race*! I don't know how you can say that you 'ran me ragged'. I certainly didn't play the stupid pathetic lousy game more than once!

However, congratulations on *Batty*. Great! Now that is a game I have played more than once!

Now I know you can do better than *Road Race* and *Plague Of Your Life* (oops, sorry), so keep up your good name (*I always thought T'zer was a pretty silly name myself.* ***Phil***) and don't let yourself down!

Andrew Witt
Salisbury, Wilts (Does it?)

One out of three ain't bad! What are you moaning about? We give you three superb games at next to nothing and all you can do is complain. You could well have paid eight quid for a game that turns out to be worse. Anyway for your information some people found Play For Your Life and Road Race very stimulating! ***Ed***

Having received the December issue of your excellent mag and seen the cover game on the front, I just couldn't wait to get back home from school to read the mag and play the game. Well, what a load of pitiful crap it was (the game, that is). While waiting for it to load I was thinking about the other games you've done, the best of the lot being *Batty*. For *Play For Your Life*, though, I've compiled my own clapometer.

NL CLAPOMETER

Pathetic attempt to follow the excellent game Batty. Not at all addictive.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 2

Nigel Lee
Dentons Green, St Helens

Thank your lucky stars that you enjoyed Batty. It seems that most people thought that was the best. But what about Moley Christmas — that's as brill as all the rest and certainly as much fun as Batty. ***Ed***

On your December issue of *Your Sinclair* you gave a free game. I was at first pleased but when I played it I found it was not terminally addictive but terminally crap.

Ian Parkinson
Enniskillen, Co Fermanagh

Short but not so sweet! Okay so you didn't find Play For Your Life terminally addictive but there's no need to be rude! ***Ed***

24 HOUR

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Letters

GETTING TO THE POINT

I've been scrutinizing your mag's progress for the past couple of months, and I've got a few good points to put to you.
(1) Don't you think you went megagame mad in the January '88 ish? Out of the 25 reviews, 11 were megagames. I'm sure the reviewers got tiddly on the Christmas liquers!
(2) Do you intend to raise the price of *YS*, like other magazines I could mention? *Crash!!!* Oh dear, the cat's been Zzapped!!! (*Very subtle. Ed*)
(3) Your mag's strong and weak points. The letters page should be much longer. And the reviews are too short. Look at the *Slaine* review in January. Less than half a page was given to the game, yet you gave it a megagame status! Surely you could have moved the *Basil* review somewhere else in the mag so as to give *Slaine* a full page?
(4) Getting John Minson from *Crash* was sheer genius, as his column is an excellent read.
(5) I've run out of points.
(6) Goodbye.

John Hunt
Irvine, Ayrshire

(1) I agree. It's always tricky at that time of the year, as companies usually release their best stuff in the run-up to Christmas — and standards generally have gone up in the past year or two. Remember too that different reviewers have different enthusiasms. I myself wouldn't have given either Aliens US *or* Slaine *a megagame, but Phil thought they were brill, so megagames they were.*
(2) Not for the moment. We'll only go up in price when we need to.
(3) Well it all comes down to space, and we never have enough. We'd love four pages of letters each month, but there just ain't the room. It's the same with reviews. With Slaine*, though, remember we did a double page preview on it a few months back, which is why we didn't make too much of a hoohah about it this time around.*
(4) Yup, I agree. (5) Seems so. (6) Bye. **Marcus**

VITYMINS

Ouch, phew, fab! Wow, beasty, an intelligible thing, was it not? *Moley Christmas* or whatever it's called. It has ace 128 music, smart graphics and after half an hour I've got to level three. Here are my percentages:
Road Racer - 55% - okay.
Batty - 85% - Raz!
PFY Life - 65% - not too bad.
Moley Xmas - 88% - Ace.
So there you are, eh?

Vincent Vity
Morecambe, Lancs

Finally! A satisfied customer. Glad you liked our exclusive, extremely cheap to you John, games. Maybe we'll put another fab game on the cover in May just for you. **Ed**

SMALL PRINT

You are very very beautiful, yum yum yum.
Barry Leigh, Romford
Ten out of ten for observation. **Ed**

The above statement is untrue — I just want to see my name in print!
Barry Leigh, Romford
How could you possibly see your name in print — you having a guide dog and all. **Ed**

Who is Dweezil Zappa?
Claire Terry, Southampton
Search me! **Ed**

How come I never win your competitions?
Richard Marks, Manchester
Probably because you're a Mancunian! **Ed**

Pootle Carbunkle is a pseudonym. Bet you didn't guess!
Pootle Carbunkle, Huddersfield
Yes, of course I did. But what is a pseudonym? **Ed**

Just the thought of T'zer covering my letter in editorial red ink sends a shiver down my spine!
Mark West, Wellingborough
It sends one down mine too. **Ed**

MODEST

Hi fans. Just a quick note requesting that you post all my fan mail to my secretary, unless of course you plan to donate to the "Tim is such a megastar that I will make him even richer than he already is" fund. In which case I will accept donations with gratitude.
Uncle Tim
Pulborough, W Sussex

I'm sure you will, Tim me old china. Please send your donations to us at the usual address and you never know, we may even post one or two of them on. (Or we may not!) **Ed**

CYNICAL

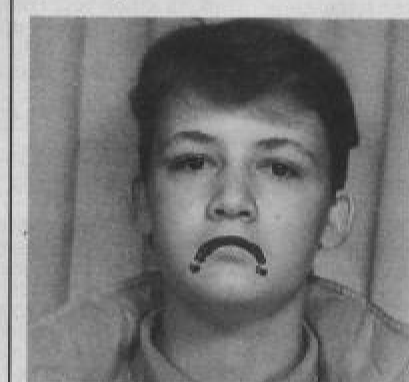
It is now completely impossible to borrow a Speccy.
"Can I borrow your Speccy?"
"No."
See what I mean? Incredible.
Captain Chaos (again)
Seattle, Wash.

You poor crumpet! I suppose you want two badges for getting two letters printed. Bad luck! **Ed**

BOING BOING

Whoopee! I couldn't believe it! After reading *YS* I turned from a depressive teenager into a young boing boing of a happy trainspotter. Soothe me of my anxiety please T'zer, and tell me if I'm going mad! *(You're going mad. Ed).* Excuse me, I've got to catch a train! Woooo woooo, chuffa chuffa chuffa chuffa!
Jason Hodge
Linthwaite, Huddersfield

The reader now standing at platform 4 is the 4.30 service to Hatstand, via Loopy, Quirky, Interesting, Unusual and Bonkers. This service is well over three days late. Thank you . . . yibble yibble yibble . . . **Ed**



BEFORE



AFTER

KINDLY LEAVE THE STAGE

This month's crap jokes comes from **Bill "Tarby" Morrison, Paul "Nick Nick" Thomas,** and **E "Brucie" Tomlinson.** Gor lumme, they're bad!

Q: How does a squirrel keep its nuts dry?
A: It swims on its back!

Did you hear about the Irish woodworm? It was found dead in a brick!

Q: How many Commie 64 users does it take to paper a room?
A: Three if you slice them thin!

Do you know any jokes that make these sound like *Yes Prime Minister*? Then stop messin' about — send them at once to Kindly Leave The Stage, *YS*, 14 Rathbone Place, London W1P 1DE. If it's abysmal enough, we'll print it and you'll win a rinky-dink *YS* enamel badge!

DESERT ISLAND DISKS



Welcome **Robert Collier**, who looks a little young to be reading this incredibly grown-up and sophisticated magazine (hem hem). But although of tender years, he's already managed to squeeze a fair amount of gameplaying into his young life. Carry on...

***Renegade*/Imagine**
A brilliant beat 'em up. The best bit is the crunching noise when you knee the baddies in the wedding tackle. Enough to bring tears to your eyes (*Not to mention theirs. Ed*).

***Cobra*/Ocean**
Don't push him. He's gonna fall off that ledge or else. More mindless violence with the BIG man.

***Down To Earth*/Firebird**
A neat *Boulderdash* clone. It's had me coming back for more time after time.

***Turbo Esprit*/Durell**
Put your pedal to the metal and bust those dealers. A decent simulation. Quick, turn the corner! Blammo! Too late.

***Batty*/Elite**
It just had to be here, didn't it? The damn thing is so addictive. I've got to round six. Is that a record? No? Ah well.

***Enduro Racer*/Activision**
Gibber gibber! Yabba yabba! It's brill, it's got great graphics and it's wheelie addictive! (*Groan! Ed*)

***Wizball*/Ocean**
A wizard central character and a game which has lasting appeal. Don't make jokes about Wiz's pussy — it's very sensitive.

***Barbarian*/Palace**
Guess what I bought this for? Yes, the game. (Poster? What poster?) Dice up your opponent and you'll win every time. I just love the little character in the nappy which kicks the heads off the screen.

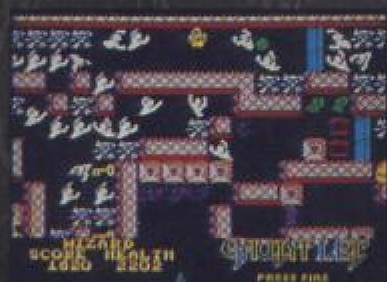
What are your eight fave games? Write to Desert Island Disks and tell us. You could win a badge and three new games!

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Rolling Th

It's difficult to play arcade games these days, without thinking about the time when they'll certainly appear on your Spectrum. And sure enough, the other day, arriving home from the arcade after spending about three quid on *Rolling Thunder*, I found that Tizzy from US Gold had sent me a copy of the self-same game . . . Tsk! And what a corky little number it is too! Why be like me and dribble all your spondulicks into an arcade piggy bank, when you can play it here and now for free on your own Spectroid?

Rolling Thunder, if you haven't seen it (where've you been?) is a totally spondicious shoot 'em up, where you play the part of a sharp shooting undercover cop, codename Albatross, whose mission (should you choose to accept it) is to penetrate the underground fortress of the evil Geldra and rescue some unfortunate hostages. What's on his mind? Well, it seems that Geldra's got a plan to conquer the world, and it's up to the Rolling Thunder Undercover Police to stop him. So you break into the deserted warehouse, and search for the secret door. Suddenly you are plunged into the winding corridors of Geldra's underworld . . . everywhere you turn, his hooded minions leap from doorways, spitting bullets from their pistols and broken limbs from their flying fists. You've got to be quick on the draw and a very fast runner if you want to rescue the hostages instead of joining them.

The format of *Rolling Thunder* could be described as a sort of deluxe platform game, with two-way/left to right scrolling (sometimes even up and down!) with most of the action taking place on two levels.

The upper level is a catwalk high above your head, which you can leap up to by pressing fire and up at the same time. Along each level leading down to Geldra's Palace, are doors through which his minions spring, ready to do you a mischief. There are five levels, which you must go through twice in order to get to your final objective. The second time around some new hazards are added, with things like laser cannons and precarious lava pits, making a difficult job impossible. That's the one thing I would say to you about *Rolling Thunder*. It's piggin' hard! It's one of the fastest shoot 'em ups I've played this month and, with the possible exception of US Gold's other biggie, *Bedlam*, the one requiring the most skill.

So make like a cold cure and don't waste a second. Nip down to the shop and get *Rolling Thunder*. You won't regret it.

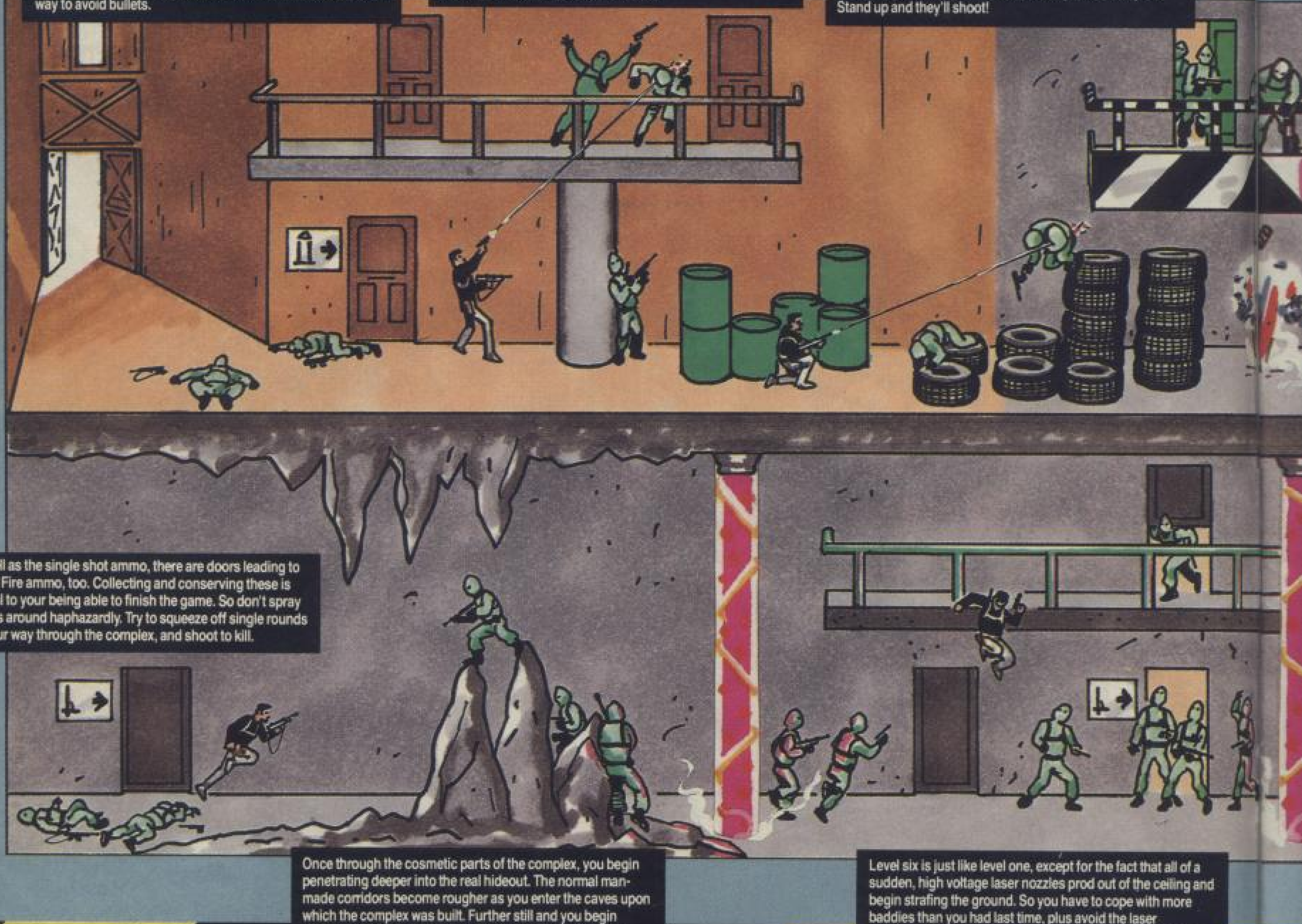
YOUR SINCLAIR MEGAGAME

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

FAX BOX

Game	*Rolling Thunder*
Publisher	US Gold
Price	£8.99



There are three types of doorways in the complex. There are normal doors which open inwards, and sliding doors which slide to the right. The final type, and the type commonly found deeper down in the levels, is the turbo doors which slide straight up. Bear in mind that nipping into doorways is a good way to avoid bullets.

There are only a couple of ways you can avoid a bullet besides ducking, so jumping up a level can sometimes save your life. But getting the joystick to do it for you is sometimes a bit tricky. Practice this move on lower levels so the skill won't desert you when the going gets tough.

In one of the warehouses, there is a stack of tyres. Not very dangerous, you might think, but this section can decide a game on its own. You have to jump over the edges of the tyres, making sure you don't stand on them. The reason being that some of Geldra's baddies are lurking inside the tyres. Stand up and they'll shoot!

As well as the single shot ammo, there are doors leading to Rapid Fire ammo, too. Collecting and conserving these is crucial to your being able to finish the game. So don't spray bullets around haphazardly. Try to squeeze off single rounds on your way through the complex, and shoot to kill.

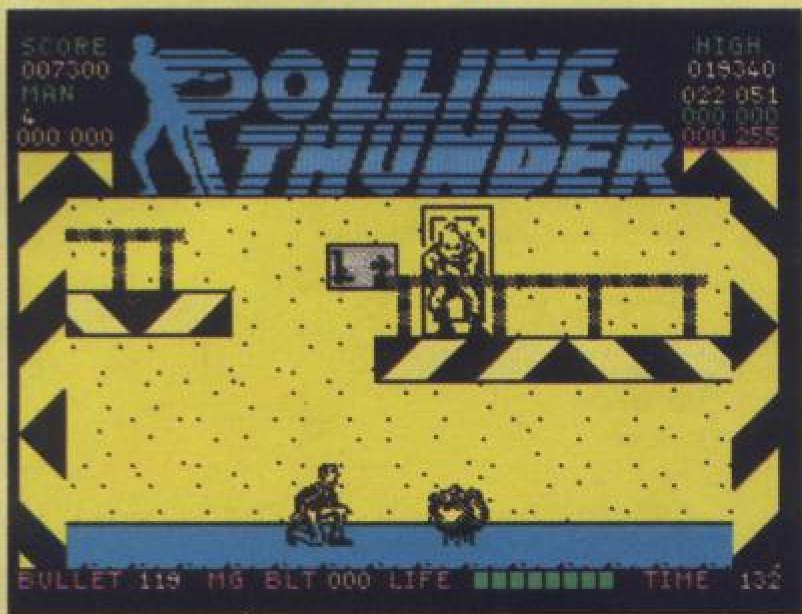
Once through the cosmetic parts of the complex, you begin penetrating deeper into the real hideout. The normal man-made corridors become rougher as you enter the caves upon which the complex was built. Further still and you begin walking over stalagmites, but still the villains pursue you.

Level six is just like level one, except for the fact that all of a sudden, high voltage laser nozzles prod out of the ceiling and begin strafing the ground. So you have to cope with more baddies than you had last time, plus avoid the laser beams . . . That is, unless you enjoy being a Walkers crisp.

under

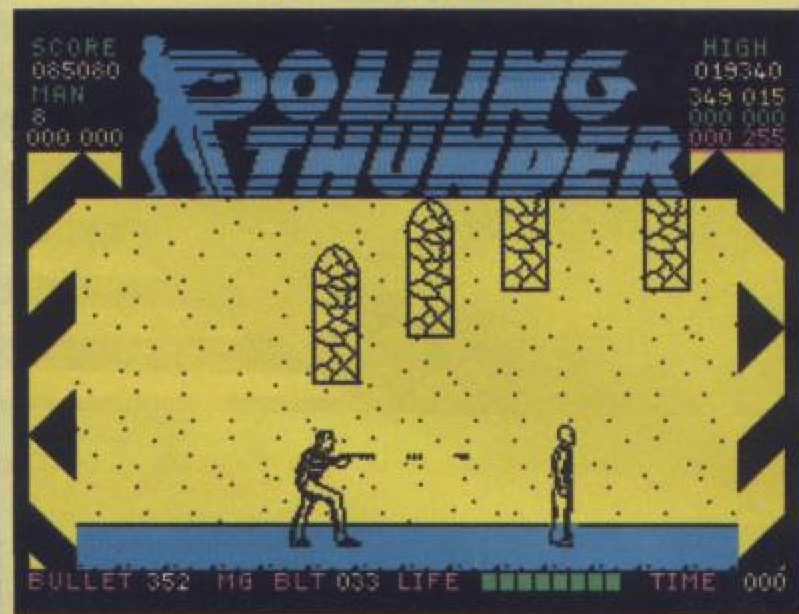
***Your Sinclair's* resident cartoon spy, Philip Snout, rolls up his thunder and trots along the platforms of this latest US Gold arcade smash!**

BOMBS AWAY



Sometimes more difficult to get past than a laser, these bomb hurling minions can be pretty nasty. Just time your sprint very carefully, that's all. Then you can double back and blast him to get to the machine gun.

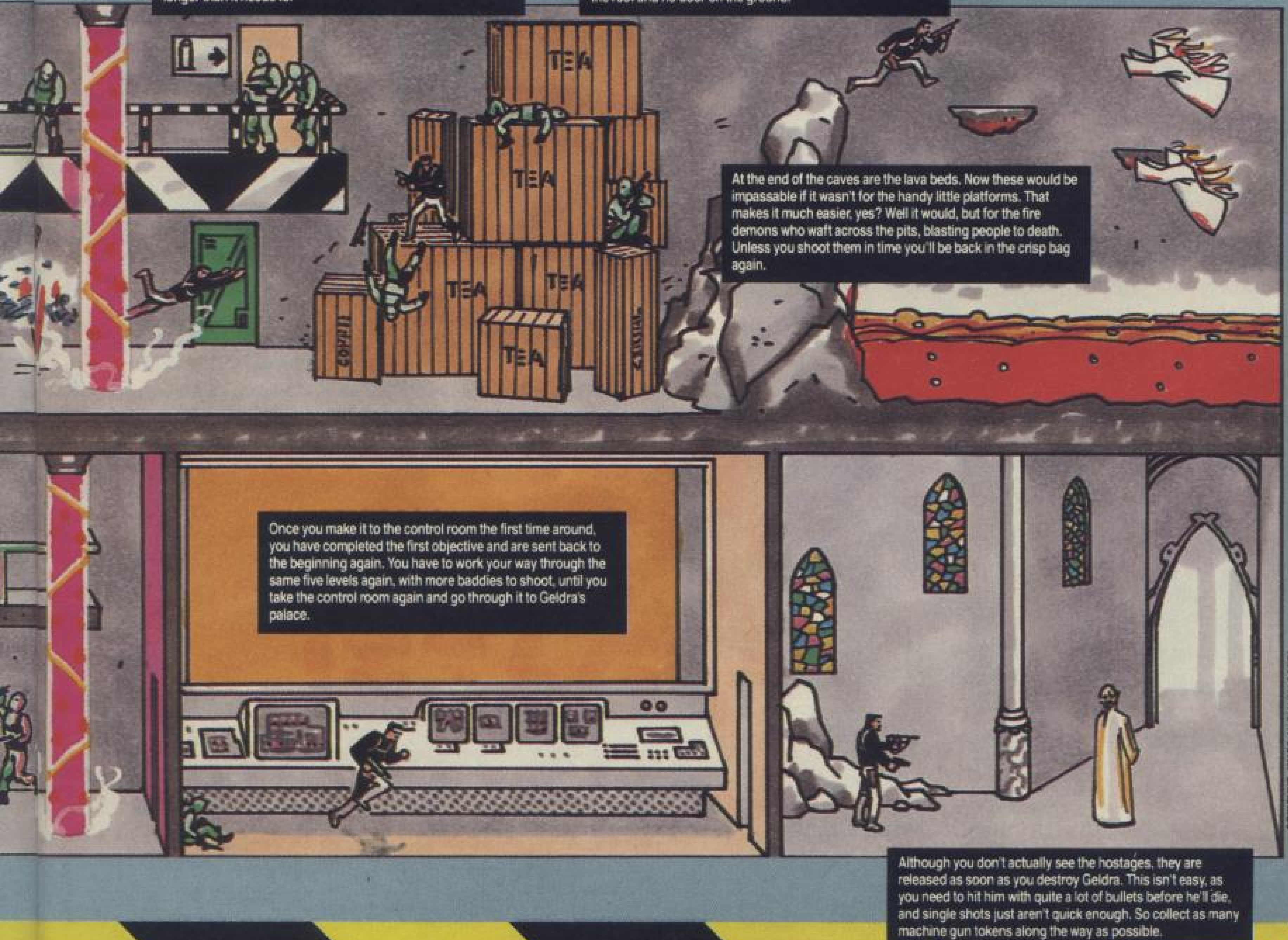
FACE TO FACE



Okay, so maybe it's not face-to-face, but you've got to hit Geldra as many times as you can before he can turn his evil magic on you. So perhaps shooting him in the back isn't such a bad idea after all.

Getting through the doors with a bullet sign on them allows you to fill up with single shot ammo. Although it's slower to shoot than automatic ammo, it lasts a lot longer, and you don't waste any if your finger hangs on the trigger a micro second longer than it needs to.

On one of the first levels you encounter, to the rear of the warehouse section of the game, you will come across a stack of packing cases. You soon realise that you have to climb these to continue through the section as there's a catwalk in the roof and no door on the ground.



At the end of the caves are the lava beds. Now these would be impassable if it wasn't for the handy little platforms. That makes it much easier, yes? Well it would, but for the fire demons who waft across the pits, blasting people to death. Unless you shoot them in time you'll be back in the crisp bag again.

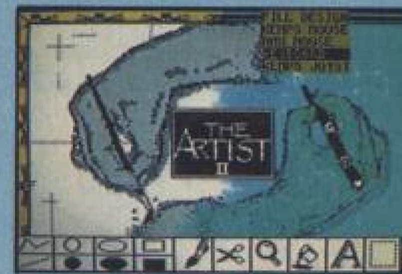
Once you make it to the control room the first time around, you have completed the first objective and are sent back to the beginning again. You have to work your way through the same five levels again, with more baddies to shoot, until you take the control room again and go through it to Geldra's palace.

ILLUSTRATION: JOHN ERASMUS

Although you don't actually see the hostages, they are released as soon as you destroy Geldra. This isn't easy, as you need to hit him with quite a lot of bullets before he'll die, and single shots just aren't quick enough. So collect as many machine gun tokens along the way as possible.

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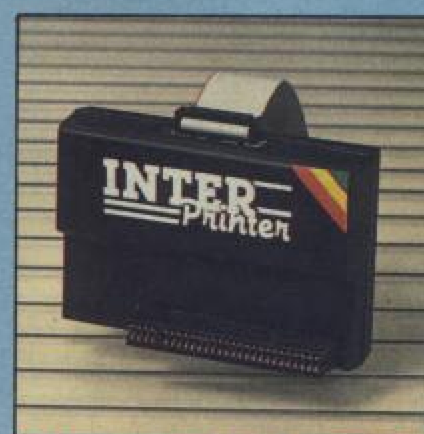
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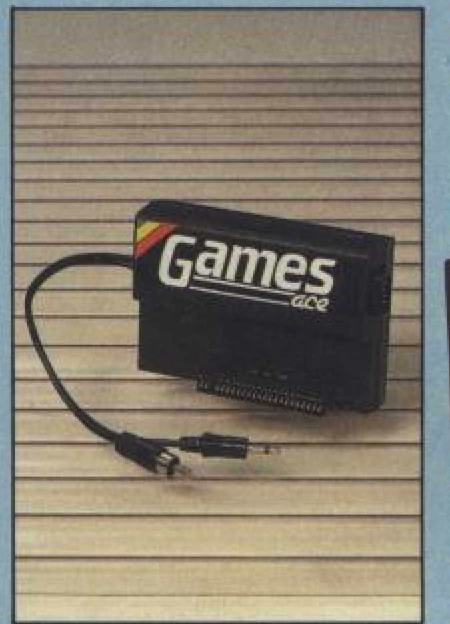
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- Replay at variable pitch or with amazing effects.
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- Fully menu driven.
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- Save to microdrive or tape.
- Special compacting techniques.
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- Supports rapid fire models.

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- 'Kempston' – 'Cursor' – 'Interface II'.
- Accepts any 9 pin joystick including rapid fire models.

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Complete with Quickshot II

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Complete with Quickshot Turbo

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QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Plugs straight into Spectrum/Plus/+2 etc.
- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Stabilizing suction cups.
- Top & trigger fire buttons.
- Complete – no more to buy.

ONLY £13.99

More celebrities than ever are reading *Street Life*. "It's a ripper," says Sir John Gielgud. "Absolutely tophole," opines Bobby Robson. "As full of flavour as a bees-turd in the Sahara," writes Iris Murdoch. Dare you miss out? Do you really want to ignore what L. Ron Hatstand, leader of the First Church of Spectrology, has called "the best charts page in *Your Sinclair*"? Turn the page at your peril . . .

STREET

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	**Out Run**/US Gold
2	NE	**Match Day II**/Ocean
3	NE	**Combat School**/ Ocean
4	(2)	**Solid Gold**/US Gold
5	NE	**Gary Lineker's Superstar Soccer**/ Gremlin
6	(8)	**Live Ammo**/Ocean
7	(6)	**10 Pack**/Gremlin
8	(1)	**Game Set & Match**/Ocean
9	(9)	**Gunship**/Microprose
10	(3)	**Renegade**/Imagine

And the last we heard, *Out Run* was outselling *Match Day II* by about 2½ to 1! Coo ur gosh!



OUTRUN

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(1)	***Grand Prix Simulator***/Code Masters
2	(3)	***ATV Simulator***/Code Masters
3	(4)	***Fruit Machine Simulator***/Code Masters
4	(7)	***Back To The Future***/Firebird
5	(6)	***Pro Ski Simulator***/Code Masters
6	(5)	***Dizzy***/Code Masters
7	(2)	***Joe Blade***/Players
8	RE	***BMX Simulator***/Code Masters
9	NE	***Grid Iron***/Top Ten
10	(9)	***Soccer Boss***/Alternative

Charts compiled for *YS* by Gallup

COMICS

1. ***Excalibur*** (Marvel) Special Edition
2. ***Blackhawk*** (DC) No. 1
3. ***X-Men*** (Marvel) No. 228
4. ***Blood*** (Epic) No. 3
5. ***Hulk*** (Marvel) No. 340
6. ***Hellblazer*** (DC) No. 4
7. ***Punisher*** (Marvel) No. 7
8. ***The Wierd*** (DC) No. 7
9. ***Green Arrow*** (DC) No. 3
10. ***Silver Surfer*** (Marvel) No. 1

Chart compiled by Michael O'Donoghue at Virgin Com

● A lot of movement in the chart this month, with *Millenium* finally dropping out of sight after hogging the top slots for all of it's eight weeks. Watch out for the inevitable compilation of all of them under one cover.

The top three is dominated this month by the *X-Men*, with their usual uncanny *X-Men* comic at number three, and the special edition spin-off tale, *Excalibur* leaping straight into the chart at the big numero uno. The monthly 50p comic proceeds apace, with the story continuing from when they all got killed. I know that sounds silly, but if you've read the last one you'll know what I mean. Mike at Virgin says that the Excalibur special "was bound to sell well," and I agree with him, but I think it's more because it's got some of the X-Men in it rather than because it's a very good story. It's a two quid graphic novel style as well, which seems to be a popular format at the mo', especially seeing as the number two this month is one as well.

Blackhawk book one is entitled *Blood And Iron*, and is a ripping yarn about red-blooded-yank air ace, Blackhawk, fighting the yank-blooded-reds in WWII. A super period piece and full of great art and gritty, direct dialogue. Check it out.

Phil Snout



ADVENTURES

This Month	Last Month	Game/Publisher
1	NE	*Knight Orc*/Rainbird
2	(4)	*Football Frenzy*/Alternative
3	NE	*Axe*/Top Ten
4	NE	*Rigel's Revenge*/Mastertronic
5	(1)	*Gnome Ranger*/Level 9

Thanks to Lenny at Laser Distribution for compiling the chart.

TOP TEN SONGS WITH THE WORD 'LOVE' REPLACED BY 'LUNCH' (Dedicated to Phil Snout)

1. ***Saving All My Lunch For You***/Whitney Houston
2. ***Can't Buy Me Lunch***/The Beatles
3. ***Tainted Lunch***/Soft Cell
4. ***Lunch Will Tear Us Apart***/Joy Division
5. ***Lunch Letters***/Alison Moyet
6. ***When I Fall In Lunch***/Nat 'King' Coleslaw
7. ***Lunch Hangover***/Diana Ross
8. ***You Give Lunch A Bad Name***/Meatloaf
9. ***Lunch Wars***/Womack & Womack
10. ***Silly Lunch Songs***/Wings

Chart cooked up by Gerard Carton of Co Derry. Bon appetit!

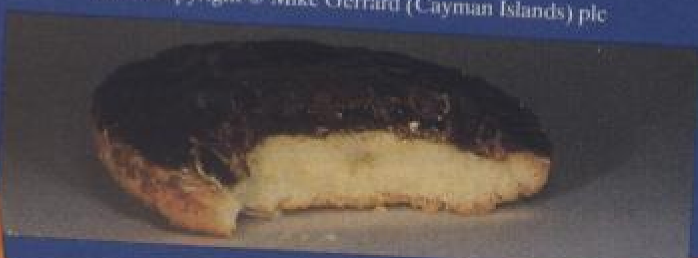
...ET LIFE

MIKE GERRARD'S TOP TEN JAFFA CAKES

Exclusive to *Your Sinclair!*

1. The third one out of the packet.
2. The second one out of the packet.
3. The first one out of the packet.
4. The fourth one out of the packet.
5. The fifth one out of the packet.
6. The sixth one out of the packet.
7. The seventh one out of the packet.
8. The eighth one out of the packet.
9. The ninth one out of the packet.
10. Huey-magggrroooooooobleccccccckkkkkspitt-ttoooeeeeyyyyy.

World copyright © Mike Gerrard (Cayman Islands) plc



T'ZERS TOP TEN HOT THINGS

Yes, after the breathless excitement of last month's megachart, T'zers Top Ten Cold Things, here's the sequel, from the warm little hands of our very own Editor. Are you on the list?



1. Tom Conti
2. A Speccy power pack
3. Matt Dillon
4. Phil's armpits
5. El Salvador
6. Coalite
7. Val Doonican-style woolies
8. Chicken Tikka Masala with pilau rice, 28 papadams, tarka dal and a vat of lager please
9. The surface of the sun
10. My thermal undies, so ner

ARCADE GAMES

This Month	Last Month	Game/ Publisher
1	(1)	***Operation Wolf***/Taito
2	NE	***Guerilla Wars***/SNK
3	(2)	***Street Fighter***/Capcom
4	(3)	***Xenophobe***/Bally
5	NE	***Football***/Atari
6	(6)	***Time Soldier***/SNK
7	NE	***Rabbit Punch***/Taito
8	(8)	***Tiger Road***/Capcom
9	(10)	***Terra Force***/Nichibutsu
10	(4)	***Midnight Landing***/Taito

Chart courtesy of *Worlds Fair* magazine



GUERILLA WARS

Rachael's back row film reviews

A Night on the Town (PG)

Elisabeth Shue
Keith Coogan

I always enjoy babysitting. Arrive at seven, get rid of the parents PDQ, sit on the children (and do I mean sit – SS Schmidt they called me) then invite my pals round and . . . PARTY!

Chris is less keen – particularly when it means cancelling a date with new boyfriend Mike, the sort of dumb hunk who could stop an express train, as he crossed from the wrong side of the tracks. So she's stuck with sweet li'l Sara and brother Brad, who has the junior high-school hots for her. Bo-ring?

Wrong! This is one job she'll remember for the rest of her life or the rest of the night – whichever comes first! For a start Brad's buddy Daryl shows up and boy, is he an early developer! He rolls off the cheap chat-up lines like he was reading *Mayfair* in his crib.

But there's worse – a sudden call from Chris's bimbo friend Brenda, who's into running away from home. She's made it as far as the bus station, but her first encounter with the weirdos who travel by Greyhound starts her screaming for help.



And so Chris, Mike, Sara and the unstoppable Daryl take a trip from the nice, safe suburbs into the heart of darkness, Downtown Chicago. Now this is where it really gets complex. A tyre blows out on the freeway, and they get help from this one-handed tow-truck driver, but before he can deliver them to a garage, he . . .

Gasp! I'm getting breathless trying to explain it all. You should get breathless yourself, laughing and gasping as their situation gets ever more crazy. Turn down *all* babysitting engagements and go see it!



RoboCop (18)

Peter Weller
Nancy Allen

Now this is what I call body-building. Take one shot-up policeman and put him back together with a computer for a brain and a heavy metal exo-skeleton . . . and don't forget the washing-up liquid container, *Blue Peter* buffs!

In the near future Detroit has become a battlezone where thugs blast it out with authority (rather like the *YS* office on deadline day). Thirty-one cops have already copped it when Murphy gets heroic and makes it 32.

But he's in luck because Security Concepts is looking for a volunteer to initiate the RoboCop programme – and when Murphy doesn't raise any objections (he's sort of dead at the time), they whisk him into the operating theatre.

Voilà, the first all-android, law enforcement operative, who shoots to kill and never misses. Pretty soon the street trash is on the run. But RoboCop's success offends Jones, an SC executive with his own project, ED 209. He wants to eliminate RoboCop and Morton, his creator, and he hires the very same psycho who killed Murphy to do it.

You want action? There's blood, guts and an extremely squishy accident with industrial waste here to keep you amused. Suspense? You got it. What is RoboCop's fourth Prime Directive, classed only as Classified? That should keep you guessing.

But there's also a human element as RoboCop slowly discovers his past with the help of Policewoman Lewis. And there are plenty of laughs at the expense of television advertising, news broadcasts and privatisation run wild. In the end it's more comic-book slapstick than liable to corrupt.

Unfortunately the censor doesn't agree, so you'll have to be over 18 to enjoy this one. Unless, of course, you try sneaking in. Just hope that RoboCop isn't on guard duty though!

So, that's it for another month. All too brief, wasn't it, chartsters, but you can hold off the tears by sending us your wacky chart (or lightbulb joke) to Street Life, YS, 14 Rathbone Place, London W1P 1DE. Remember, owt that's printed wins a brand new game, gleaming, glistening and straight from the duplicators — oh, and a wangy YS badge to boot! As Sir Robert Mark once said, "I'm convinced it makes a major contribution to road safety."

SCREEN SHOTS

All the month's biggies, smallies and in-the-middlies from the rumpiest reviewers of them all! Read on, Macduff!



***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

ROADWARS

Melbourne House/£8.99

Rachael There's a moral in this one. In the early 25th Century everyone is living in peace, not doing any work, picking flowers and talking to the trees (rather like the *YS* office)... apart from the tyrannical Tar'Sians.

Being a fun bunch of baddies they're into B&B (Bovver and Breaking Fings), which brings down the massed GBH of the Galactic Federation on their poor little heads. But does their home planet get trounced? Not one bit of it. Instead, the fall-out falls on Sarac, one of the Federation planets that they've occupied.

Once the dust has cleared it becomes obvious that to save Sarac, first the Feds had to destroy it. Whoops! With friends like that — etc. Not to worry. Everyone goes to the moon — or more accurately, moons — because Sarac, now re-named Armageddon and a major tourist attraction for ghouls who want to gawp at the last world destroyed in a war, has several.

Living in a different orbit to your office could make it hard to get home in time for tea, so the Federation builds a series of adjustable roadways, each computer controlled. But an overheating power-supply in the Spectrum +76 means that these Severn Bridges of the stars are no longer safe. Guess who has to secure them.

Yes, once again you're rolling down the road (fitting, really, as you're driving a sphere), dodging and blasting at various hazards. There are patches of spikes, deadly road markings, bowling balls from hell and worst of all, grey walls which shoot out electronic arcs. These short-circuiting barriers are crucial, because until you've cleared them you can't proceed to the next level.

The roadway scrolls automatically, so all you have to worry about is gliding left and right, lowering and raising your shields, and aiming your gun. You set out with a partner and in two-player mode you'd be advised to work together, though you can also blast each other.

And that's about it. If you can imagine driving down the M4, taking pot shots at the road-works and every Reliant Robin that comes towards you, you've got a pretty good idea of what's involved — and how boring it all becomes.

The graphics are pretty but the pace is sluggish and there's far too little variety in the hazards. A two-player game should offer a twin-joystick option in these days of Plus 2s, particularly when the keyboard responses are a little slack.

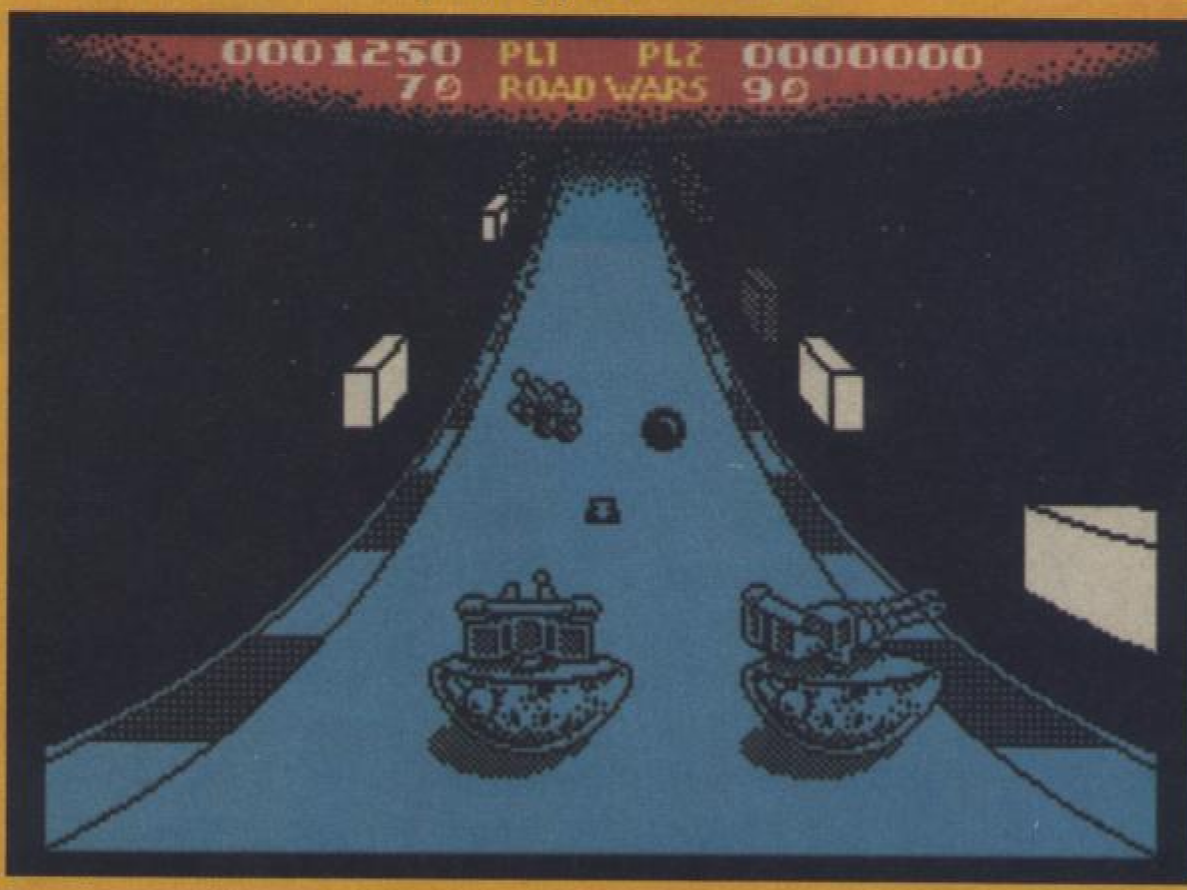
The packaging goes on about 'the power of your 16-bit machine' and includes Amiga screen shots. Well, this may be okay for those poor fools who invested a second mortgage in a supermachine with no real games available — but more discerning Speccy owners are liable to drive off elsewhere, real soon.

YS CLAPOMETER

Drive, dodge and shoot game, with nice graphics but let down by a repetitive set of hazards.

GRAPHICS	■■■■■■■■□□
PLAYABILITY	■■■■■■■□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■□□□□

TOTAL 7



Gremlin/£7.99

Richard Yes, you've read the movie: you've won the breakfast cereal; you've heard the bendy toys with the eyes which light up when you press their private plastic parts; now eat the game — *Masters of the Universe*!

Yes folks it's another licensing deal! Let's not bother with quality, throw the plot out of the window; and who cares about programming? The punters are going to lap it up!

Five games in one package, all based on events in *Masters of the Universe — The Movie*. The objective is to get through the five games, and collect the eight parts of the lost Cosmic key, possession of which will ensure that its finder will have the right to call him, her or itself the Master of the Universe. The key has, for reasons known only to itself and the scriptwriter of the film, slipped through a hole in time and space and ended up with an American college student.

The first offering is a search through the streets of Smalltown, USA. You control He-Man, who unfortunately looks like just one more purple blob in a whole bunch of purple blobs. Your attempt to find your friends and various bits of the key, are hindered by the minions of the evil Skeletor.

The streets are shown from above, and the minions (and He-Man) look pretty similar, like walking plastic robots. Luckily, you can tell which is He-Man; he's the one who moves and shoots when you twiddle the joystick, and doesn't when you don't. Plus you also get attacked by flying nuts.

You have to try and shoot the minions before they shoot you, or, if the worst comes to the worst, charge into them. If you get hit by their bolts, or if you touch them or the nuts, you lose energy. The amount of energy you have left is shown by the sword to the left of the graphics window; as it melts — a bit like a candle — you have less and less. Luckily, you have four lives, and you can also find little swords just lying about which give you extra energy.

Every so often, you will also find chords — which look like musical notes — lying in the street. Again, you want to collect them.

One of the main problems I had was that I kept going round in circles. There's a direction arrow indicating north at the top left of the screen, but north isn't always the same direction. If you exit one screen at the top, going north, then going up to the next screen isn't necessarily still going north. In fact, it might well be going south, in which case you just return to the screen you were on previously. Keep going in the same direction, and you're back onto screen two and so on. Seems strange to me!

MASTERS OF THE UNIVERSE

You may by now have got the impression that I don't like the game much. You'd be right. But to be fair, I don't think it's really aimed at me; I suspect it's like *Mask*, meant for a younger audience, presumably the same one that watches the shows, and forces its parents to buy extremely expensive lumps of plastic. But if you want a bit more bite from an arcade game, then give it a miss.

There's a very basic map in the instruction leaflet, but as the design of the town is pretty basic too it's very useful. The only places worth visiting are the electrical store, the scrapyard and the rooftops. As they're the only things marked on the map, they should be fairly easy to find.

That's game one. Game two is a bust-up in the scrapyard, where you punch, dodge and kick your way through a battle royal with two of Skeletor's nastiest henchbeings. Typical kung-fu style stuff, it seems. Game three is a shoot-out at the electrical store; you control the cross-hairs and try and pick off Skeletor's warriors. Game four and you've nicked a flying disk; zip around the air-lanes, zapping the gribblies with your trusty laser guns. Finally, I am reliably informed, once you've nicked, er, collected, all the chords then you can make your way to the throne room in Eternia, where you battle with Skeletor. Beat him, release the sorceress, and whammy! You've won.

YS CLAPOMETER

Disappointing tie-in, presumably aimed at a younger audience. There's less here than meets the eye.

GRAPHICS	■■■■■□□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■□□□□□

TOTAL 6



JOYSTICK JUGGLERS

Who are these strange beings who review the games for *YS*? Are they seedy journos wondering desperately where the next buttered bun is coming from? Or are they Thralls from the planet Zarg? All is revealed . . .



Tony Worrall — The biggest thing to come out of Preston since Nobby Stiles, so we're told. Assures us that his ears are far smaller than that in real life.



Jonathan Davies — Continuing the gradual takeover of these pages by fanzine editors, JD assures us that he's soon to relinquish the leadership (with Nat) of *Spectacular*, to concentrate on academe and, of course, *YS*. Good egg!



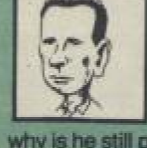
Duncan McDonald — Like most cartoonists, he likes to make sure all of his plots are true to life and so acts through each one before committing it to paper. Currently serving five years in Parkhurst.



Mike Gerrard — Falling on his tootsies again, the Troll Supremo this month waggles his way through the corkiest of 48K shoot 'em ups. Worrizzit? Well, read through and find out yourself! Really.



David Powell — Apologies for our entirely inaccurate suggestion in the last ish that DP programs huge computers with millions of knobs and lights as in *Star Trek*. In fact he programs huge computers with millions of knobs and lights as in *Lost In Space*. Sorry.



Richard Blaine — A man of mystery. An enigma. A conundrum in human form. So why is he still playing *Old Mother Goose* at the Empire, Bletchley? Isn't the panto season over? Does the dole beckon for this fine performer?



Nat Pryce — *YS*'s very own hard man, fully equipped with Billy Idol sneer and a quiff you could build a skyscraper on. Don't mess with him, 'cos if you do he might regret it.



Rachael J Smith — Doe-eyed, soft and wibbly to the touch she may be, but this frail demeanour hides a will like iron and a headbutt like a cannonball. And when she's on a *Rampage*, watch out!

GARFIELD

The Edge/£7.95

Phil Hah! I think I know why they gave me this game to review. It might have something to do with the fact that the hero is a fat lazy slob, with a liking for coffee, snoozing and large amounts of nosh. First person to draw comparisons with me is looking for a typewriter in the gob! Anyway, where was I? Oh yes, the game.

There's usually two ways a game based on a well known and loved cartoon strip can go; either brilliant or complete trash. You run the risk of not doing the character justice, annoying fans of the strip, and more often than not doing a sub-standard rush job into the bargain. So where does *Garfield* fit in?

You have to collect items from around your house in order to escape to rescue your true love, Arlene, from the City Pound. In order to keep going in the game, you've got to drink coffee to stay awake and eat to stop yourself getting tired. But as well as this ceaseless drive for nourishment, you have to solve the problems in the game too, like how to stop yourself running out of coffee and food, and how to get to the Pound without nodding off on the way or just getting lost. There are some interesting little twists to the game, like where you find one of the first pieces of food (I defy anyone to find the hidden healthfood store on their first go!) and how to distract the butcher long enough to snatch and eat the sausages, and this all adds to the fun.

There's little or no sound in the game, no music anyway, just the sound of Garfield's paddy paws *(cat's don't make a noise when they walk, do they? Ed)* on the carpet. I'd have thought it would be better to have a noise in there for when he kicks Odie (the stupid dog) out of the frame, rather than just a constant tick, tick, tick as he walks around. Still, it's not too annoying, and I suppose most of the memory in the computer is being used for the graphics, which in this game are far more important.

I'll have to be honest; I didn't really like this game when I first played it, and I fully intended to slate it completely. But after playing through it and solving two or three puzzles, it started to grow on me quite unexpectedly. I must say I was very impressed by the quality of the graphics; the guy who drew and animated them must be a real *Garfield* fan, 'cos he's captured the essence of the madcap cat, and squeezed it all into a 48K game. All his famous facial expressions are there, changing along with his moods, and in time with the game action. The gameplay, I thought, was just a tiny bit bland, but I suppose like the music it came second to the fact that the game had to **look right**, first and foremost.



YS CLAPOMETER

A good licence deal, mounds of dosh for The Edge, and a playable and fun arcade adventure for us lot. Everybody wins, really.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

CAPTAIN ★★★★★★★★★★ AMERICA

Go!/£8.99

Duncan The other day I was having awful problems trying to read the *Captain America* instruction sheet — I couldn't understand a single word. Then a friend pointed out that I had been reading it in German, and that the English instructions were overleaf. Luckily we both saw the funny side.

Anyway, it seems that Dr Megalomann, an 'evil' genius, is threatening to release a lethal genetic virus (Jeremy Beadle?) over the good ole U.S. of A. The launching site for the virus carrying missiles is an underground silo in the Mojave Desert. This is the 'Doom-Tube' and where the action of the game takes place. You, as Captain 'Cap' America, have to (and I quote): "Save the free world...God save America!" Bleeeeeuuuuucch!!!

The game is controlled from a screen called the 'Orbivator'. It's a sort of lift (sorry, elevator) which will move you around the 'Doom-Tube' by pressing the relevant buttons (you control Cap's hand). There's also a monitor screen which, again by button pressing, will give you little hints and tips. You're totally safe in here, but there's a clock ticking away.

The Doom-Tube is five stories high (or deep, really), and the air gets progressively more toxic the further down you go. You have a preset immunity level, which is enough to get you around deck one, but you need to get a bonus immunity before you can go to the deeper, more toxic levels. I can only tell you about level one, 'cos I couldn't get any further.

There are four rooms, viewed from slightly above, in which your Cap sprite has to kill nasties by throwing his shield at them (it bounces back, so you can use it again and again). Clear one room and move to the next. There are things to pick up and places to put them (for bonus immunity). Ultimately, work your way down to the fourth room on deck five (the basement) and abort the missile's countdown.

Simple as that. Except it isn't. It's really hard. Okay, the graphics aren't going to win any awards, but they're a nice size and very clear. Ditto the sound. Blimey.

P.S. On the B side of the tape Go! have enclosed a 'freebie': A mono recording of an insipid American West-Coasty 'Mild Metal' "rock" song by a band called "Resister". It sounds like a poor quality eight track demo-tape. I'm glad I'm not a member of "Resister". It would be almost as embarrassing as waking up one morning and realising that one was actually Sid Little. Graaaaaaaarrrrrgghhhh!!!!!

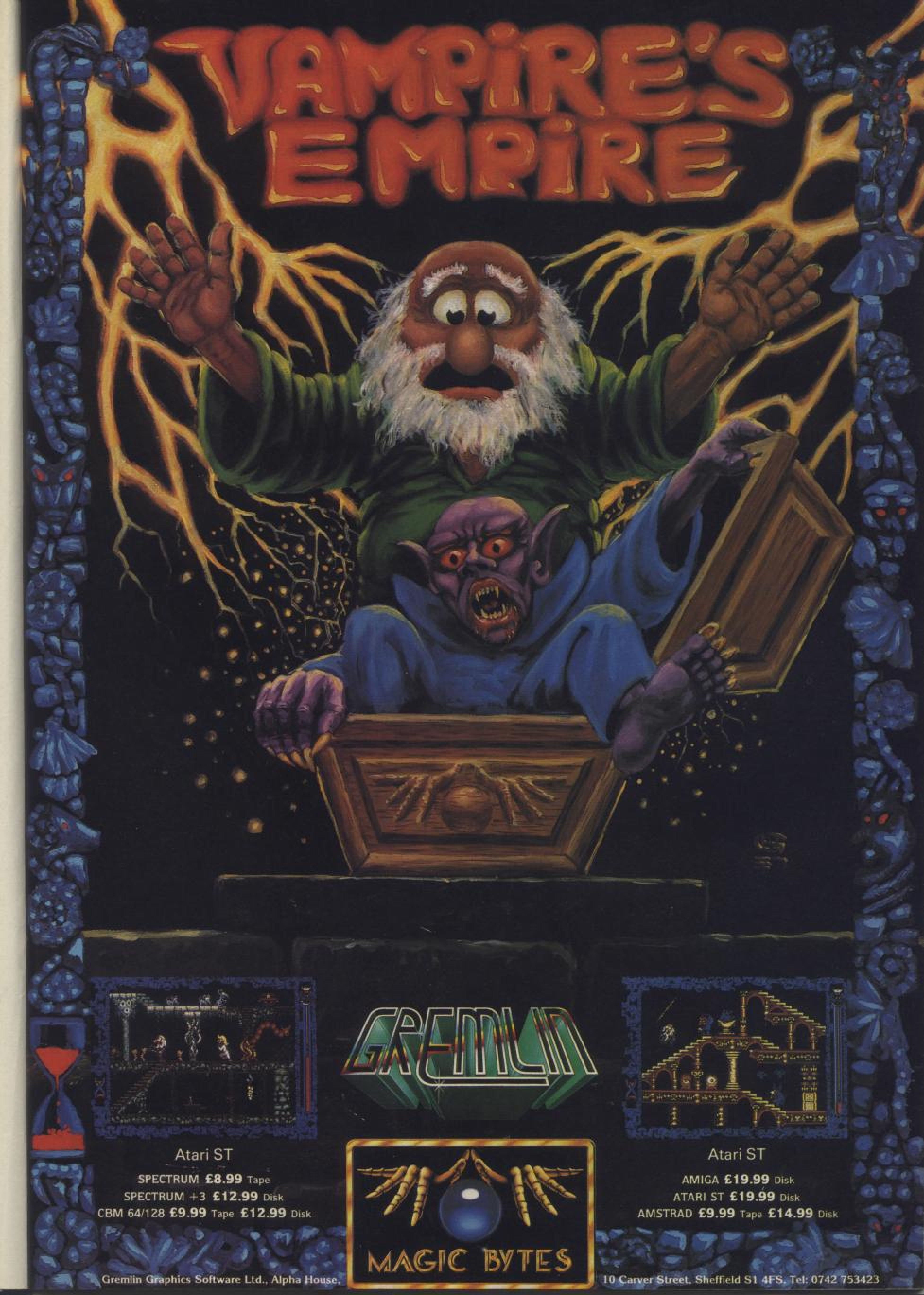
YS CLAPOMETER

Jolly little explore 'n' shoot game that hasn't got an awful lot to do with Capt. America but is fun all the same. Unlike the soundtrack.

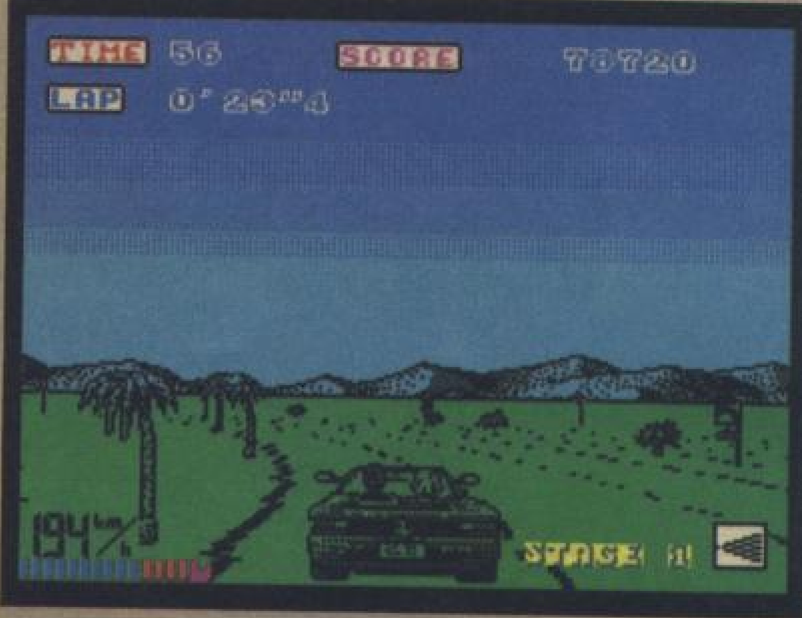
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7




VAMPIRE'S EMPIRE
GREMLIN
Atari ST
SPECTRUM £8.99 Tape
SPECTRUM +3 £12.99 Disk
CBM 64/128 £9.99 Tape £12.99 Disk
Atari ST
AMIGA £19.99 Disk
ATARI ST £19.99 Disk
AMSTRAD £9.99 Tape £14.99 Disk
MAGIC BYTES
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

OUTRUN



US Gold/£8.99

Jonathan After what must be one of the longest and most nail-biting build-ups in the history of computer games, my most favouritest arcade game ever has finally been crammed into our rubbery buddy's miniscule memory. Has it survived the operation intact? Read on and see, folks . . .

Out Run the arcade machine, places you in the driving seat of an open-topped Ferrari Testarossa with a stunning blonde in the passenger seat (ladies have to pretend it's a right-hand-drive vehicle), the idea being to negotiate a series of courses as quickly as possible.

As you probably already know from the *YS* mega-preview a while ago, every effort has been made by the programmers, Probe Software, to reproduce the original in full. And by heck have they made a good job of it. Obviously the pneumatic bits 'n' pieces and the jiggling steering wheel have had to go, but graphically it's all there.

In fact, the graphics are excellently drawn and true to the original, if a little on the monochromatic side. There's even a copy of the arcade version's cool 'n' groovy soundtrack thrown in for you to listen to on your Walkman as you play (or, indeed, review).

Like most things these days, it's a multi-load job. Every time you complete a stage you'll have to load the next in, but the 128K seems to store them as they load in, so next time round they're still there. All the same, the enormous amounts of rewinding and fast forwarding do spoil the fun a bit.

The one big snag, though, is the speed. It's to be expected really, but everything moves at a pretty sedate pace, and when you get to the bit with the stone tunnels, the whole thing slows down to the speed of a Commodore owner's brain waves. This doesn't actually affect the gameplay too badly, but you're constantly aware that you're playing around with five and a half year-old technology.

In most respects this is a superb conversion, despite the fact that US Gold may have been trying to achieve a bit too much in the first place. It's a shame that even the awesome power of the Speccy wasn't quite enough to pull it off.

YS CLAPOMETER

Almost but not quite a brilliant conversion of the totally wonderful arcade machine.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

PRO GOLF II

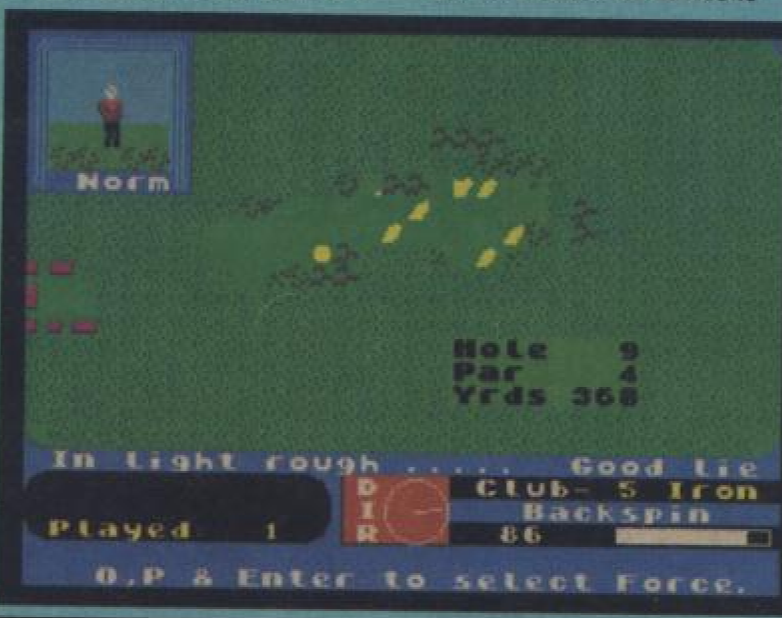
Atlantis/£1.99

Tony When giving an overall mark for a computer golf simulation I'm usually tempted to shout...FOUR! But that would be too corny (*Dead right there. Ed*) Anyway this newie from budget house Atlantis deserves a better mark than that.

Pro Golf II is, astonishingly enough, the follow-up to the hugely successful *Pro Golf I*. Follow-up usually means retread in this business, and it has to be said that the main difference between old and new is the addition of a couple of new courses to test your wares on (oo-er). Still, as these courses are Royal St George and Lytham St Annes, let's not moan too much.

The action is all seen from above — first the drive down the fairway (*Faster than walking, I s'pose. Ed*), then a zoom-in for play on the green. The graphics have a very UDG feel about them, but they work well and I especially like the animation of the tiny golfer.

Play options include a Championship round against 17 other players, a single round game, and a useful one-hole practice session. The Championship option can take the computer some time to work out, with dozens of scores to collate at any one time, and this can become a bit of a bore.



In the end, I suppose, all golf games must be compared to the classic *Leaderboard*. *Pro Golf* is certainly not in that class, but for two measly quid it's no disgrace. Above par, in fact, and handicapped only by the lengthy input before you can tee off. I can see Atlantis knocking up *Pro Golf III* even now!

YS CLAPOMETER

Not surprisingly, a retread of **Pro Golf** ***with knobs on. Hardly*** **Leaderboard***, of course, but quite fun all the same.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6





Screen shot from CBM version.



Screen shot from Spectrum version.



Screen shot from Amstrad version.



Have you got what it takes.... ....to be an RT undercover cop?

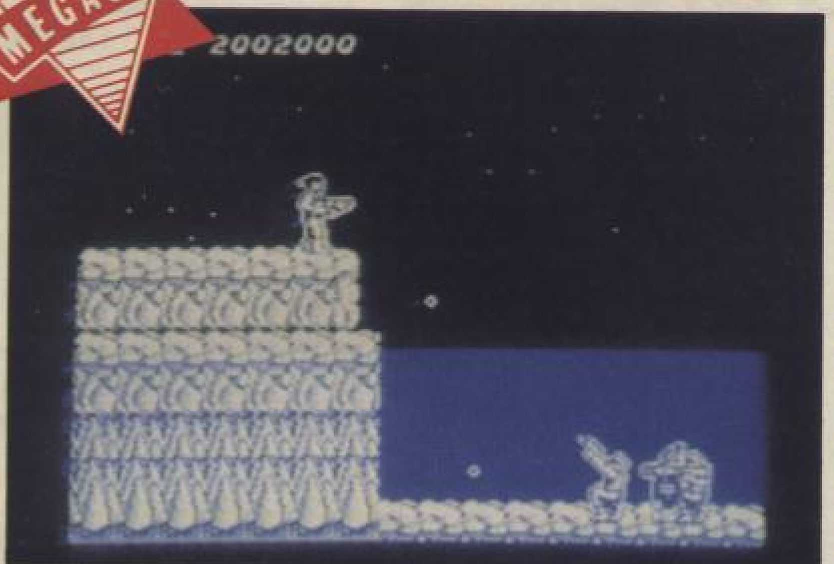
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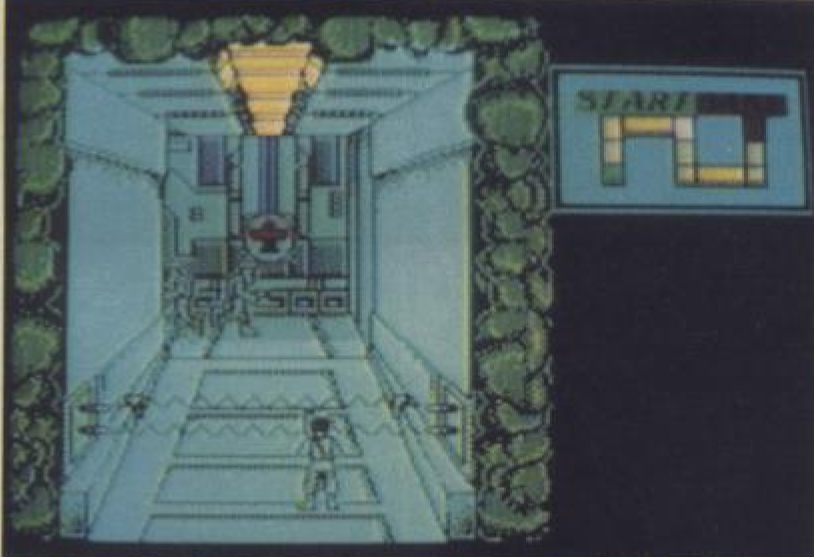
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GRYZOR

YOUR SINCLAIR MEGAGAME



Slogging through the jungle, with the only light relief provided by a few suicidal aliens. They make some decidedly interesting noises when hit by your gun, which can be upgraded, by the way, when you shoot those little square weapons dumps.



Making your way through the 3D maze, pick off the soldiers as they run across the end, just like a shooting gallery. (Don't mind me — I've always had this bloodthirsty streak!) And watch out for the knee-level rollers!

Ocean/£7.95

Jonathan Yes it's arcade conversion time, usually that part of the day when you load up with hopes high, only to be dashed on the rocks of crummy programming. Oh, and the fact that the original game wasn't much cop in the first place. But not this time. No, no, Nanette. *Gryzor*'s a bit of all right.

Okay, picture this. The Durrs from the planet Suna have infiltrated the Earth's defences and set up a base which contains an atmosphere processing plant. With this they plan to start another ice age and take over the Earth in the ensuing chaos. I can think of better ways of doing it myself (the mind-control techniques of the alien known as 'Paul Daniels' being a case in point), but that's the plan.

Luckily, the people in charge of Earth's defences have got wind of this (oo-er) and have decided to send in everything they have to stop them. His name's Lance Gryzor, and he's got enormous muscles and a trendy black headband. Why they didn't just call in the Marines (or a few Leeds supporters) isn't entirely clear, but we're lumbered with ol' Lance.

Still, you're not writing the plot — you just follow orders. So before you can shut down the atmospheric thingumy you'll have to smash through five main types of enemy defence.

The first part's probably the best. It's a sort of *Green Beret* lookalike, in which you must negotiate a horizontally scrolling landscape riddled with alien guards, gun emplacements and heaven knows worrelse. Shoot supply dumps and you can pick up loads of extra rinky weapons. Make sure you get your fave weapon while you can, 'cos you'll be stuck with it for the rest of the game.

When you've made it to the end of part one, blast a hole in the door and you're onto the second bit, a series of 3D tunnels. Shoot the target at the end of each corridor to move onto the next. Then blow your way through the main entrance, dodging the defences, and you're in...

...Part three. You're getting closer here, but first there's the side of a gorge to climb up. Watch out for falling boulders and rather short-looking aliens.

Next is the first stationary sequence, where you must knock out the zappers and blasters before they zap or blast you. Hard, but challenging. You'll then fight through variations of all these basic formats before reaching the final confrontation with the Alien. Shoot the alien heart for the amazing (hmmm) end-effect.

Graphics are well up to scratch all through the various parts, with some deliciously smooth scrolling, and I'm reliably informed that apart from the omission of the odd exploding bridge or two, *Gryzor*'s about as accurate a conversion as you can get. And with all the different sections to fight through, you certainly get your money's worth.

But what really makes *Gryzor* stand out from the millions of other conversions of scrolling arcade games with silly names that seem to be pouring forth at the moment, is that this one actually feels like an arcade game. The 128K sound FX and music certainly help to create an atmosphere of fag smoke, fruit machines and leather jackets, something almost unheard of before on a Spectrum.

I don't normally go in for the pumping-lead type of game, but they had to resort to crowbars to drag me away from this one and back into my straitjacket.

YS CLAPOMETER

Nothing new, but this is one coin-op conversion that really works on the Spectrum.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

OINK

CRL/£8.95

Duncan Okay, I promise: no jokes or clever remarks about pigs in this review because I know how banal such journalistic trickery can appear. I may be off my bacon, but I'm NOT going to get sausagey about this particular can of pork. (Whoops.)

You get to play Uncle Pigg, proprietor of OINK comic, which, at start of play, is just nine pages of empty panels. The idea is for you to play three 'sub-games' in which you pick up the panels to place in, and hopefilly fill up, the comic. Oh, and as with all publications you have a deadline, in this case three days. Righto, onto the sub-games, which have to be loaded (screeeeam), even on the 128 (hiss).

PETE'S PIMPLE

This is a bat and ball *Arkanoid* clone, except that it's played horizontally like *Krakout* (okay oh pedantic ones, so it's a *Krakout* clone then). Completion of each level gains you bonus panels, as does zapping certain symbols with your lasers. Very hard and quite addictive but not as slick as, say, Elite's *Batty*. (Yo ho! Ed)

RUBBISHMAN

Oh dear, I'm afraid *Rubbishman* is actually a bit... erm... rubbishy. You have to control *Rubbishman*'s altitude as he flies over hazards and under bridges to reach the bonus panels you need so badly. You view from above as the monochrome screen scrolls from right to left at about three picometres a year (i.e. quite slowly). The blurb says you can speed up later in the game but the glacial stealth at the beginning had me so

ANDY CAPP

Mirrorsoft/£9.95

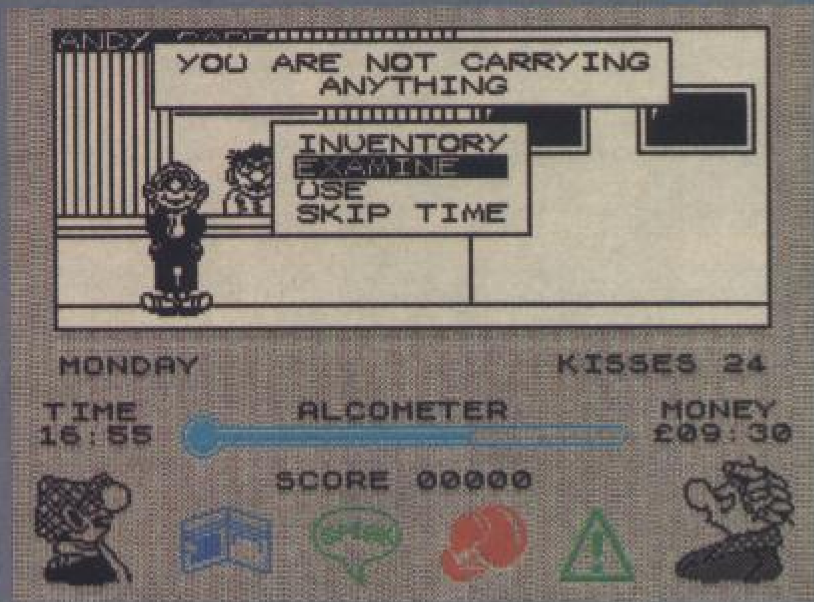
Richard Howay, pet, what's all this then? They've gone and poot mi in ay computa gaem. Thass norron, pet — unless they're gonna pay me ay munnai. Whaat? Ay pocket full of brass to ay Mirrorsoft? Ay well, worrcanyi expect of ay paper Flo reads all ay time... (Angry Geordies who wish to complain about the above feeble attempts to convey the full flavour of their own inimitable style should complain to the editor.)

Andy Capp is the latest, but by no means the last, computer game published as the result of a licensing deal. The only (slightly) interesting thing about this latest little coup de marketinge (as they call it in France) is that the company licensed to produce the game, Mirrorsoft, is owned by the same person, Robert Maxwell, as the paper, the *Daily Mirror*, which owns the copyright to the character the game is based upon — Andy Capp. Simple, really, innit?

What we have here is a graphic, icon driven adventure. Your objective is to survive a week in the life of our favourite typical Geordie stereotype, Andy Capp. What this means is that you have to: a) beat Flo up every so often — after all you wouldn't want her getting uppity, would you? b) beg, borrow and steal enough money to keep yourself ahead on the rent; c) throw your money away on the dogs; d) stay as drunk as you possibly can; e) avoid getting thrown in chokey by the police; f) enjoy a little flirtation with your fancy bit.

So there we have it. In order to score as many points as possible, you have to be violent, criminal, sexist, alcoholic, and a spendthrift. And the sociologists say that the problem with youth today is that they need role models! What more could one want from a hero?

Actually if you can ignore our Andy's personality defects — and let's face it, only *Guardian* readers wouldn't be able to forgive the lovable Northern tyke, right? — then *Andy Capp* looks like being an excellent arcade adventure. Great fun, simple but effective graphics and tough gameplay. Everything you need really.



The top half of the screen is a graphics window. In it you will see Andy and his present location, in glorious black and sort of off-white. Andy and the other characters are about half the window high, which means that the programmers have been able to get a pleasing amount of graphic detail in without making the sprites clumsily large. Each location is the width of the screen; walk off one side, and you move to the next location. Every so often, you can walk off at right angles to the screen — just get Andy to face away from you and press up and you're in another location.

Below the graphics window, you have a collection of different icons, along with other information. This display panel tells you the day and time, how many kisses you have left in your armoury (very important — see further on), how drunk you are, how much money you have and what your score is. Then there are four special icons which you use to get Andy to perform unusual activities — wallet, speech bubble, boxing glove and exclamation sign. The wallet is for transactions — buying, betting, paying rent etc; the speech bubble is for speaking, (believe it or not); the glove is for when you want to have a punch-up; and the exclamation mark is for when you want to check your pockets, examine something or use an item.

When you transact, talk or use your brain, the program will give you a list of options. Highlight the one you want with the cursor keys, then hit fire and bingo. Child's play. A couple of tips: try and avoid the policemen — they seem to sober you up quicker when you walk past one; buy yourself a racing paper, as you need a tip to win some money; and don't forget that every street has two sides which you can walk down.

In conclusion, Mirrorsoft has come up with the goods here; clever but unfussy graphics, simple gameplay with challenging problems and all wrapped around a character that everybody loves to hate — and I don't mean the rent collector. No matter what his personal life might be like, on the small screen Andy Capp is a winner.

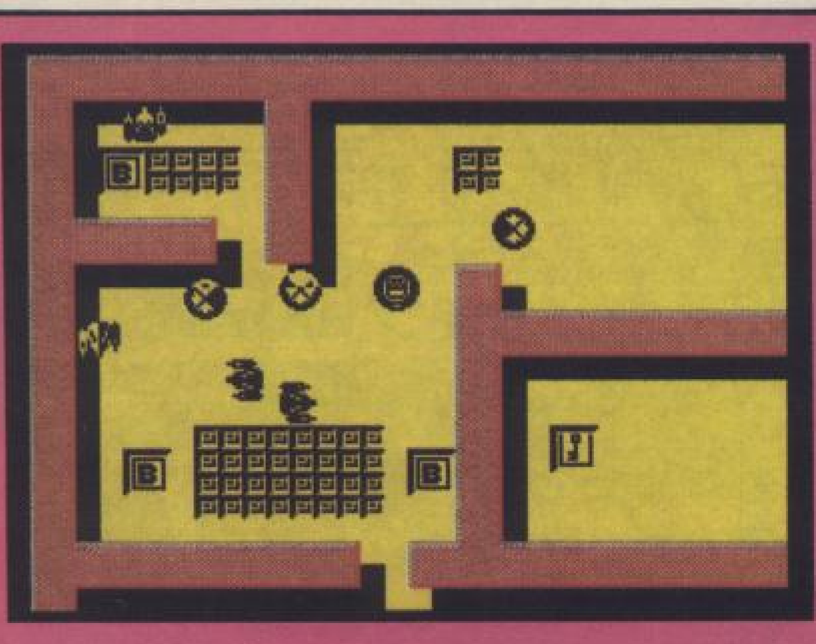
Howay the lad!

YS CLAPOMETER

Clever and original arcade adventure that accurately simulates the breathless non-stop action of Andy's life. Champion!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8



annoyed that I soon gave up. Vaaaaaaarrrgghhhhh!

TOM THUG

Another bird's eye view game, but this time a flick-screen (like *Dandy* f'rinstance). Move Tom's Thugmobile through the monochromatic maze collecting extra energy, keys and, yep, you guessed it, bonus panels. Rudimentary graphics and a very budgety feel, but quelle surprise, it's actually quite playable — for a while.

OINK is one of those games whose whole (luckily) is rather greater than the sum of its parts. It's not bad, it's not brilliant, it's sort of fun for a bit, it's eeeerrm... well, I think you know what I'm getting at. Anyway, I think I can tell a pig joke now.

Q: What's the difference between a pig and the Empire State Building?

A: Crikey, I wouldn't send you out to buy a tractor! (*Eh? Ed*)

YS CLAPOMETER

Three slightly budgety games tied nicely together in a full-price package. There's a challenge in here somewhere.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

DON'T MISS!...



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LIVE AMMO

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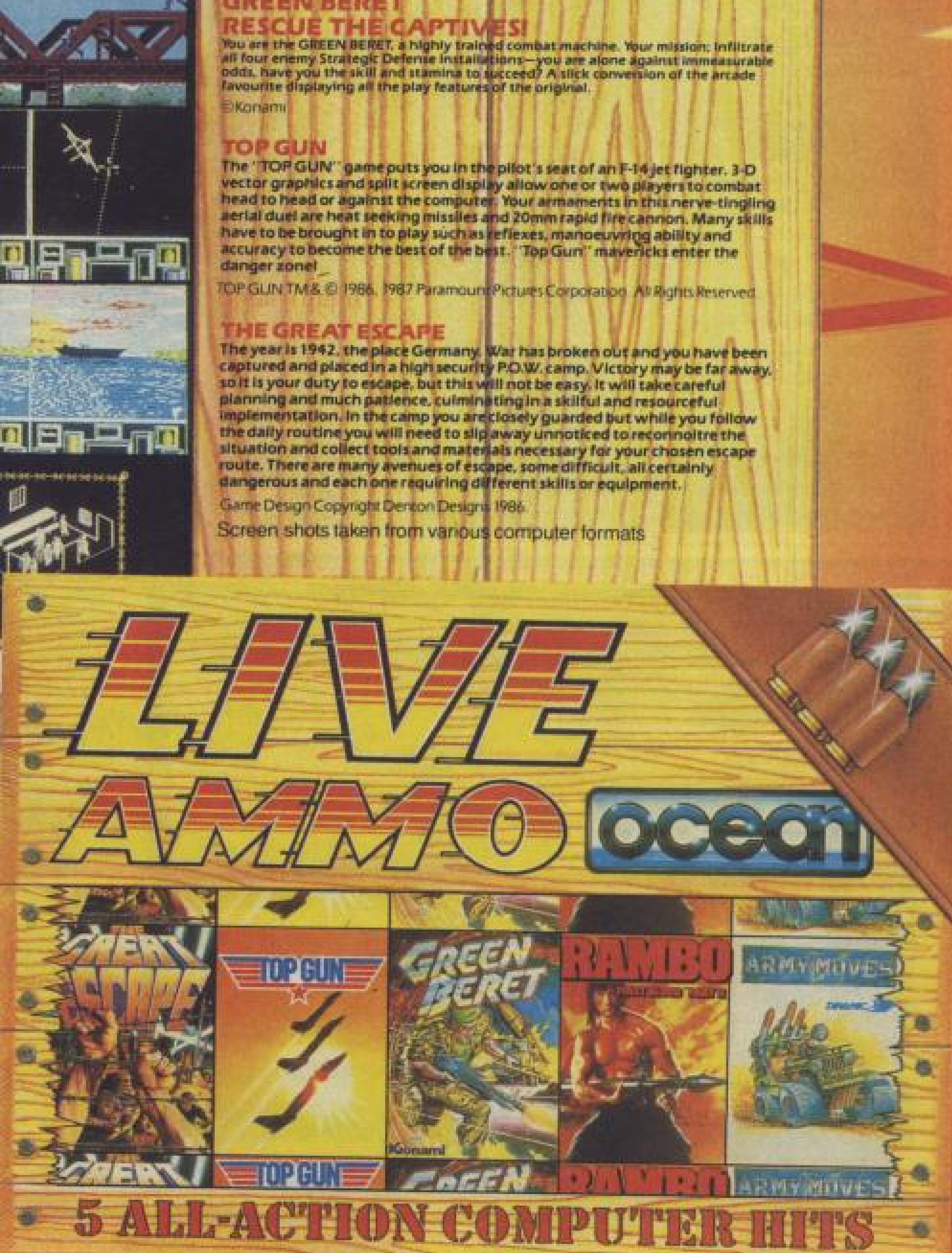
RAMBO FIRST BLOOD PART II
The box-office smash converted for your home-micro that rocketed to the No. 1 spot is now offered to you in this amazing LIVE AMMO action pack. As Rambo you have a formidable array of weapons which you will need against an equally formidable enemy. Rescue your friends and escape by helicopter—if you get that far!

GREEN BERET
RESCUE THE CAPTIVES!
You are the GREEN BERET, a highly trained combat machine. Your mission: Infiltrate all four enemy Strategic Defense Installations—you are alone against immeasurable odds, have you the skill and stamina to succeed? A slick conversion of the arcade favourite displaying all the play features of the original.

TOP GUN
The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-tingling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. "Top Gun" mavericks enter the danger zone!

THE GREAT ESCAPE
The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

Screen shots taken from various computer formats



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TERRAMEX

YOUR SINCLAIR MEGAGAME

Grand Slam/£8.95

Marcus Grand Slam? Wossat? Turns out, rancheros, that this is the brand new name and corporate style of dear Ol' Argus Press Software — and much do they need it, I hear you cry. 'Cos let's face it, the standard of games from that much knocked software house has scarcely been Olympian in the past couple of years. (Remember *The Tube*? *Grange Hill*?) But Stephen Hall, the MD, liked the company so much that he bought it (à la Victor Kiam), and he's pledged that in future things will be very different. And I for one am prepared to believe him if *Terramex* is anything to go by.

As you know, I'm a bit of an arcade adventure man, and the current lack of same on Speccy is a source of great sadness to me. Boo hoo. I mean, you can't go on playing *Head Over Heels* forever, can you? So this one's more than a little welcome in Berkmann Towers, and a right little cracker it is too.

Your mission is a fairly perilous one, certainly. The world's under threat from an enormous asteroid, that has foolishly chosen to head in this direction. Unfortunately the one bozo who can save us all is a certain Dr Albert Eyestrain, a wacky genius who disappeared into self-imposed exile when his prediction of the forthcoming KER-BOOM! was met by universal indifference. Result: you are parachuted into a rugged desert landscape, and it's up to you to find the old barmpot and put together the pieces of his Positronic Asteroid Deflector.

What it all comes down to, then, is our old chum Problem Solving, so I shan't give too much away. But essentially, you've got to find your way around a maze of screens, and pick up any objects hanging around. You can play one of five characters — an Englishman, a Frenchman, a German, an American or a Japanese — and the problems change slightly depending on which one you pick.

This bald description, though, cannot possibly do justice to such a complex and subtle game, and this thinx I, has a smidgeon or two to do with the chaps who dreamt it up to whit, Teque Productions. This is the Gremlin breakaway of Shaun Hollingsworth and Peter Harrap, the programmers who gave us the Monty games — including, of course, our very own *Moley Christmas*. This game's much in the same line of fire — loads of jumping about avoiding things and trying to work out what the heck's going on.

As usual with Shaun and Pete's games, *Terramex* (awful title, doncha think?) is crammed full of jokes and atmosphere. If you try and push your little helper over the sort of precipice he'd rather not go over, he'll shake his head two or three times before venturing any further. Sometimes, as for instance when you're trying to get the barrel near the start, this hesitation can be fatal. All your booty is carried by a line of bearers (bottom right in the display) who can be scrolled from left to right as you decide which implement you need to use at any one point. And to give you a hand, there's a think key (T) when you're wondering what to do next — although this has been known to tell you serious porkies, so take what it says with a barrelful of Saxa.

Naturally it's viciously hard to get anywhere much, though like all the best games it's not too tricky to get going. And there's enough of it all to keep you going for more than a couple of loads, so it does a bit more than just look pretty. I've sussed a few things out so far — mainly that a fair number of the objects don't count for much, but you may as well pick them all up anyway. Oh, and that thing that looks like an outside privy on the far side of the scrolling landscape is in fact a balloon and basket. And whaddya need to make it fly? All I can say is, don't try the party manifesto, even if it is mostly hot air! Haw haw.

So, a great start for Grand Slam — even if all they've done is hire the right people to do the job. But isn't that what delegation is all about? Phil, make me a cup of coffee...



The desert's just as perilous for our fearless tinhatted freund. Rain is NOT good news — an environmental message here? — while certain rocks are host to wibbly little fellows who leap out at you. And will Herr K. need that cricket ball? Will he even know what it is? (You'll notice, by the way, that he's currently playing an instrument of some sort — oo-er — which often comes in useful for pacifying slithery foes. Geddit?)



Herr Krusche — the German one, clotface — confronts one of the products of the Professor's potty experiments. Aaargh! Yuk! Bleugh! (Sorry, I had a curry last night.) He'll need those bellows a little later on, but only one other character will want the spurs. (Howdy Pardner!) One suggestion: don't go to the right. It's the wrong way!

YS CLAPOMETER

Cracking arcade adventure fresh from the kreative keyboards of Those Who Made Monty. An auspicious start for Grand Slam.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9

INTERNATIONAL KARATE+



System 3/£9.99

Jonathan Ancient Japanese legend tells of a time when software producers were so short of ideas that all they could come up with were hundreds of *Exploding Fist* clones. They say old legends never die...

I needn't tell you what *International Karate Plus* (or *IK+*, as System 3's trying to sell it as) is the follow-up to. That you can probably work out for yourself. What you may be clamouring to know, on the other hand, is what progress has been made since those early days, if any.

The most obvious development is that with *Plus*, there are three blokes on-screen at once. Up to two of them can be controlled by players, so if two people are playing it's often a good idea to finish off the computer's fighter first and then get down to the nitty gritty.

Why? Well, the bods who come first and second in each round get to move on to the next round, but the dishonourable tosh who comes third has to pack his kimonos and leave.

Every couple of rounds there's a bonus screen in which you have to deflect balls that come bouncing towards you to score extra points. And there's also a more than reasonably listenable 128K soundtrack, which helps to cover up the otherwise naff sound effects.

All the familiar moves are here, plus some you may not have encountered before. My personal fave's the headbutt, closely followed by the double face kick which lets you flatten two other players at once. Mean stuff.

I can't say I thought much of the graphics, though. They're all sort of splodgy with thick black outlines, but at least they do the job. The background is nice, though, with an interesting wobbly effect on the lake. (*What poetry! Make this man the Poet Laureate immediately! Ed*)

So, although this is probably the best of the karate games, it's still...just another karate game. There's no attempt here to prod anything new out of the old genre, except of course that's it's more slickly programmed and a bit more fun to play. The package is different; the game remains the same.

Still, anyone still playing *Fist* after all these years shouldn't miss out on this one. Haaaaiiiiiiiiiieeeeeee THWOKK!

YS CLAPOMETER

Yes, it's another karate game, but with slicker programming and presentation it's well up to the standards of '88.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

COMPENDIUM

Gremlin/£7.99

David There have been several games like *Monopoly* converted to computer games, although before now software houses had sensibly avoided the really traditional 'bored' games. But with *Compendium*, Gremlin has changed all that — free stickers or no!

Three of these ol' grandpappies of the modern board game have been reincarnated here, together with a totally original pub set-up that'll suit all us devotees of the great God Bacchus (slurp!) But they're not as you remember them. Out go the traditional counters and in come the Wink family, a typically normal group of reprobates. Up to four of them can play in each game — the remaining two only seem to get in your way.

This is particularly a problem in *Snakes And Hazards*, where you have several creatures all trying to push you to the heads of the snakes, and other objects too which you can bung in front of opponents to slow 'em down. Why bother, I ask? A normal game takes long enough as it is! Here it took me just under an hour to complete a one-player game (too many snakes, too few ladders). Bo-ring.

Xmas Ludo is no better, as before you can move a piece, you have to get to it first! With Mavis and Tiddly to worry about, it's like a race between a hare and a tortoise. Worse still, you need to throw a six to get one piece on the board, but the authors obviously don't like that number — rare ain't the word.

Shove-A-Sledge is a neat adaptation of the once popular pub game and is at least partly a game of skill (unlike the others), but control is so tough that you get the sled-in-a-bed more by luck than by judgement.

There are nice touches throughout the collection, like the little tunes that greet each character's appearance (better be ready with the 'sound off' key, though). The cute monochrome graphics are good, especially in *Tiddly Drinks*, which sadly is better to watch than to play. It's rather a pain trying to catch Dad's empty glasses, anyway — gimme a full one any day.

Since the best parts of all are probably the loading screens, which rate as fab and a half — at least the first time — let me tip you the Wink. *Compendium*'s full of good ideas, but its slowness too often takes all the fun out of it. My advice: nip up to the loft, grab the real McCoy (*He's dead, Jim. Ed*), dust 'em down and give me a call when the gargle's a-flowing!



YS CLAPOMETER

Nice graphics and jolly music, but old age may set in before you complete the game.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6


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YS TIPSHOP



Having survived Christmas and New Year celebrations, Phil South braces himself for the Spring Silly Season with a generous helping of your most savoury Hints 'n' Tips.

Mmm...the piquant aroma of finely chopped hints, simmering in a rich sauce of tips, sprinkled with our very own special blend of herbs and POKEs. That's the essence of Tipshop, my friends, a carefree kitchen of madcap arcade culinary delights, which makes the Galloping Gourmet look like Pope John Paul, and Keith Floyd look like Michael Fish. Anyroad up, enough of this seasoning of witticism, onward to the main course. Everything is filed neatly in the office's IFWIF filing system, ready to be plucked out and used in the Shop... What? What does IFWIF mean? It's Filed Where It Falls, of course!

Lots of stuff in this edition of the Shop, and bags left over for sandwiches. So without further ado, or even agadoo, let's hit the hints. A fair showing from our freebie games, with hints for *Play For Your Life*, but first up, *Moley Christmas*.

MOLEY CHRISTMAS

● Our exclusive Monty game has really caused a bit of a stir, in spite of the fact that we all thought at the time it would be a bit too hard for you. How wrong could we be? You seemed to race through it, pausing only to send in hints and tips to yours twooly. There are so many of you that I can't mention you all, but some of the names off the top of the pile include **Fraser "Strawberry" Macdonald, Adrian Bhagat, Brian "Frosty" Frost, Jonathan Dobson, Tom Salinsky** and **Jonathan Barr**. Their scores are various, but one thing they all agree on is that *Moley Christmas* is a terminally skillo game, and that they've got the perfect solution.



Jonathan Barr – a mole among moles!

Room One – Gremlin HQ

Go up to the left side of the screen and collect the disk. Come down the ladder and go right, picking up all the objects on the way and avoiding the creepies. Go to the place where the ladder goes up to the top of the screen. Climb this ladder and go right, avoiding the monster. Get the final object and drop off the end of this platform and wait for the gateway to the next room to fall on you. Okay? That's Room One.

Room Two – The Mastering Plant

Go right, avoiding the spool which is rolling towards you. Jump on the chairs and get the first object. Climb the ladder to the first platform and go left until you're between the two control boxes. When the wire which you are standing on begins to flash, go left and up and jump onto the conveyor belt. Drop off the edge and wait for the spool to fall on you. There goes another room.

Room Three – The Duplication Plant

You should now be carrying the spool from the last room. Go up the ladder avoiding the crusher. Go to the black box and STOP!!! Very quickly, go right, then left, and the spool should appear on the black box. You must not touch this as it'll kill you. Drop down, go right to the platform just above the tape dispenser and wait. When the eight tapes are piled up, drop down and walk into them. And so ends this easy room.

Room Four – The M.1.

You should now be carrying the tapes. Go right until you arrive at the bottom of the screen. Go towards the little car that has the teeth. Slowly walk about half-way into it. The teeth should chomp, and as soon as they've done this, walk past the car into the *YS* Offices. Easy so far. (Speak for yourself! Ed)

Room Five – YS Offices (Quiet Please)

Okay, now go collecting everything, avoiding the Pac-Man Monster. When the flying cassette at the top is left on the screen, go up and right. Get the last object and walk onto the pile of tapes. Right? That's another room done – you should still have all your lives left.

Room Six – The Newsagents

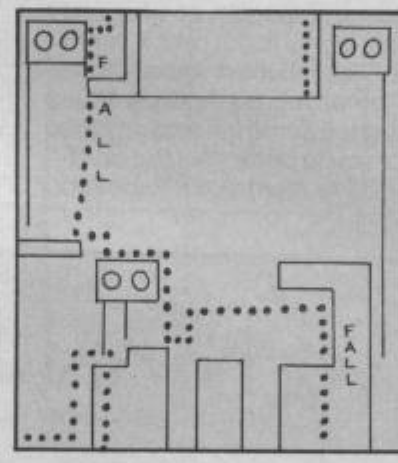
Collect one tape and take it across the road to the shop. Do this until all the tapes are gone. And that's it! You've done it. Well done. And your reward is this festive message:

'MERRY CHRISTMAS FROM MONTY MOLE. WATCH OUT FOR GREMLIN'S AMAZING NEW RELEASES'

followed by a scrolling list of games: *Coconut Capers* – featuring *Jack The Nipper, Samurai Trilogy, Compendium* (starring *Tiddley Winks*), *Mask II, Basil The Great Mouse Detective, Alternative World Games, Masters Of The Universe – The Movie, Blood Valley, Gary Lineker Super Soccer Skills, Night Raiders, Deflektor, Tour De Force, Hill 19.*

A more interesting piece of information was sent to us by a gent who hasn't sent his name, unfortunately, but only his address in Streetly, Sutton Coldfield. His tip goes a bit like this:

"Monty can do strange things! In *Moley Christmas* Room One, Monty can fly and walk through thin air. Do as follows: jump onto the first block and position Monty in between the two tape cables and press down. If nothing happens reposition Monty and try again until he starts to move down. When he reaches the bottom of the screen, press jump twice and Monty will dig – his little bum should appear at the top of the screen.



"Anything more than his legs and bum means you've boobed, but if all's well, move Monty to the left and he'll drop down, and walk to the cove on the far right of the screen. Keep pressing down and fire and Monty will appear at the top of the screen, this time normal again. So Monty can dig, fly, and walk through the air. *(With the greatest of ease? Ed)* Oh, by the way, in dig/fly mode, Monty can't collect objects."

Thanks boys, the badges are in the post. It's nice to see that our readers are so skillo, so neato, so hep to the jive, that a hard game like *Moley Christmas* is but a piece of cake... Christmas cake, of course. (Yum!)

INDIANA JONES AND THE TEMPLE OF DOOM

● Now then, after all this time of tinkering around with *Indy*, some bright sparks have happened across a rinky little cheat mode in the prog. Both **Alberto Giorgi** from romantic Roma and **Bob Gaffney** from poetic Scunthorpe have the technology. Apparently, if you type 'jimbo' into the selection screen, you get infinite lives. Thanx chaps, and may the heart of your bottom never catch fire on the gasfire of your smile. That's telling you.

Bubble Bobble

Not one of my favourite Speccy games, although certainly a fave arcade title. But it seems popular with the Speccy fraternity, so who am I to cast nasturtiums over it, hmm? **G Allen, Michael Alexander** and *Tipshop* regular **Andrew Males** all have some interesting ideas for you to chew on. (*But don't swallow them 'cos it'll spoil your dinner. Mum*) First here's a list of uses for various bubbles and bobbles in the game.

Bubbles

Water	— sends stream down screen
E,X,T,E,N,D	— extra life
Lightning	— sends bolt across screen
Pulsing	— 10,000+ fireballs
Fire	— sends flame down screen

Bobbles

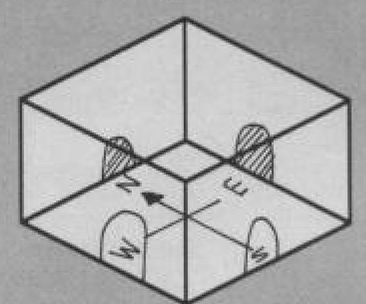
Candy	— large bonus
Hearts	— indestructible
Orange Sweets	— firing speed
Cyan Sweets	— weapon speed
Purple Sweets	— weapon distance
Shoes	— speed up
Umbrella	— warp
Ring	— points for left and right
Silver Ring	— stars down the screen
Purple Kettle	— full fire power
Blue Kettle	— points
Red Kettle	— explodes
Skull	— kills all baddies
Seckrit Door	— secret 100m
Spell Book	— explodes
Bomb	— explodes
Clock	— resets timer
Watch	— freezes bullies
Potion	— fill screen with fruit
Red Cross	— fireballs
Cyan Cross	— fill screen with water
Yellow Cross	— zaps lightning across screen
Fruit	— paints
Necklace	— ball bouncing
Green Potion	— lightning bubbles

Now some tips:

- **On the first levels bubble the nasties, but don't burst them, as this gives you more time.**
- **Don't worry about Count Van Blubba. He moves fast but not very often, and is easy to avoid.**
- **When confronting the cookie monsters, always fire and then jump to avoid any cookies. Get them from behind if possible. Don't wait for them to speed up, as they're then deadly.**
- **On level three trap the monsters quickly, then go to the bottom of the screen and collect any letters for EXTEND. When the monsters flash, keep firing to trap them again. When HURRY UP appears, burst them all and go to the bottom. If you're lucky, a big diamond will appear.**
- **Don't be greedy and try to get fruits in dangerous places.**
- **There is a way round every screen, try, try to look for ways to do it. Level 32 is a hard one, but keep at it.**
- **When playing two player, work as a team.**
- **Watch the meanies patterns, they're predictable.**
- **BIG TIP: you have six credits at the start, so if you lose all your lives, you can press your fire button and 1 or 2 giving you three or more lives. You lose your score but not your letters!**

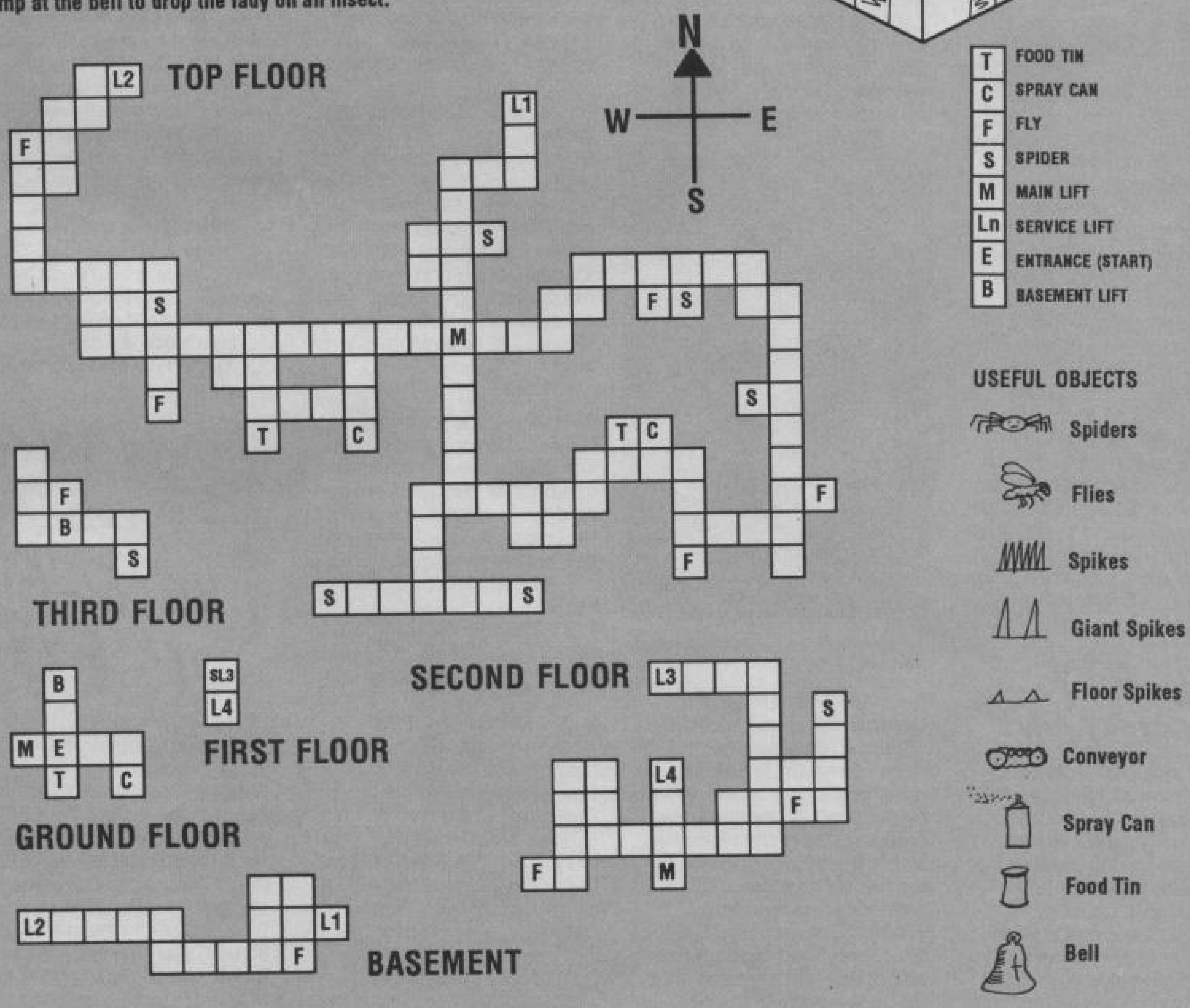
Rentakill Rita

So, **Ralph "The Wraith" Townshend**, you think you're a better mapper than **The Macclesfield Mapper**, eh? Let's let the Tipshoppers be the judge of that, as they drink in the delight that is your rendition of *Rentakill Rita*. And very zippy, whippy and nippy it is too. Haw haw.



HINTS:

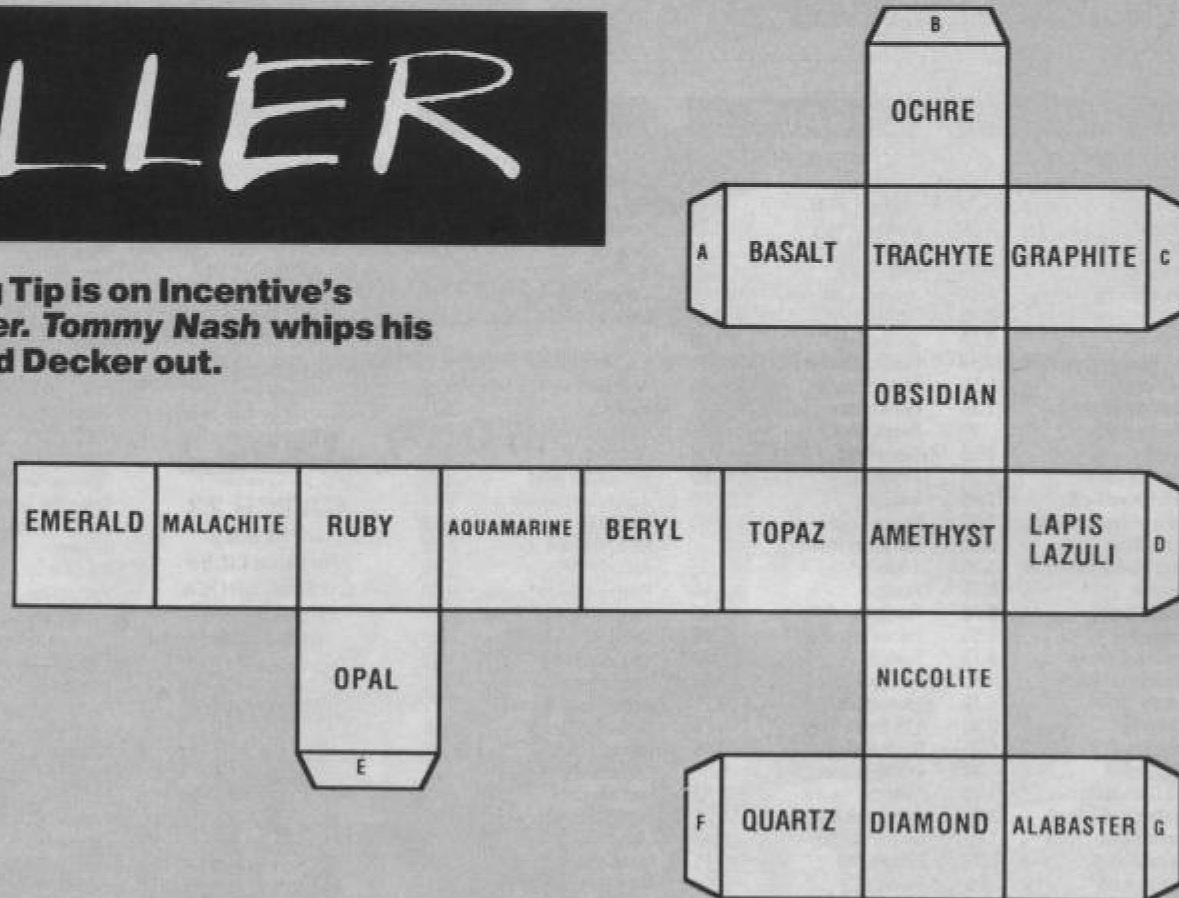
Use portable blocks to manoever Spider underneath the flooting lady
Use the Spray Can to protect yourself from the flies.
Use the Food to attract the fly underneath the floating lady.
Jump at the bell to drop the lady on an insect.



TIP O' THE MONTH

DRILLER

This month's Big Tip is on Incentive's Freescape epic, *Driller*. *Tommy Nash* whips his Black and Decker out.



As you can see on the 32nd scale model of the moon of Mitral, there are things added and nothing taken away. Yes, we've added placenames and what follows is a sort of Wish You Were Here for Drillerists. Right then, let's make like Julie Andrews and start from the very beginning.

Amethyst (Starting Platform): Shoot the wall for extra points. Worth up to 750 extra if shot in the right order. Don't shoot the top of the tower, although you can, as this contains essential energy reserves. Land on it with the jet to collect them. In the store shed shoot the ground based crystals first as the suspended ones have special properties and scores attached.

Lapis Lazuli (East of Amethyst): Blast pyramids to allow travel eastwards. At the low wall, raise yourself to look over and activate the switch.

Obsidian (North of Amethyst): To cross the ravine, shoot or knock over the slab to form a bridge. Knocking over gives a better score though! Incidentally, it's safer to go in the shed the back way.

Topaz (West of Amethyst): The laser beacon is more of an irritation than a real threat. Shoot it and it turns through 90° to face the other way. Watch you don't walk into its beam again though.

Emerald (East of Lapis Lazuli): Walk close to the walls to avoid the attentions of the beacons. The beacon to the west is not active!

General Hints

- Activating teleporters allows for quicker travel. Go to Topaz, then over the wall and west to Beryl. Activate the lift up switch and go into the suspended complex. Find the hidden tunnel (not hard) and destroy all the blocks to activate all the teleports.
- The jet can be found in the hangar in Aquamarine. Go west to Topaz, then over the wall and west into Beryl. Sever power lines overhead to disable the beacon. Enter and set all symbols to squares. This reveals a doorway west, leading to aquamarine.
- To gain access to the light side, shown white on the model you got with the game, set all four switches in Niccolate, Alabaster, Opal and Quartz to a downward position, so all four lights are lit. This destroys the southern wall of Opal (so guess which one you do last?) allowing access to Diamond!

Drilling

- On Topaz, the centre to drill is right over the south end of the low wall.
- Use arrows on Aquamarine.
- Use west arrow in Aquamarine to position rig on girders in Ruby.
- The numeric clue to position is on the big slab in Opal.
- Alabaster's centre is in the swimming pool. Evaporate the water with your lasers.

And there you have it. Good luck, and watch out for the satellite!

PLAY FOR YOUR LIFE

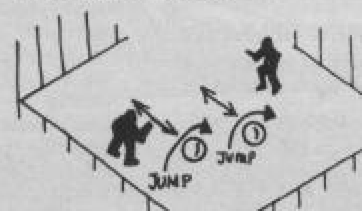
Another big surprise here, *Play For Your Life* has turned out to be a very popular game. I thought it was just okay, but from the huge wad (fnar fnar) of tips I got from readers, you wacky coves, you thought very differently indeed. So from **Matt Lupton, Paul Harding, Mark Williams, James Wheeler, Duncan Hodder, Kevin Barsby, Neil Pritt, Andrew Paterson, Luke Ball, Robert Eastland, Michael Reed, Michael Pini, Andrew Mawson, Robert Hartfield, Adrian Ashurst, W K Benson, Darren Tuffery, Philip Lai, Simon Rose, Martin Stonebridge, Alex Celant,** and **R Bradshaw**... gasp!... here are the hints:

1. Hit the robot opponent with your bat, it's much faster and gives him a hell of a headache, whilst running his energy down.

2. The net which changes shapes on its sides is deadly. Jump up against it, but not onto it to hit the robot, or you'll lose energy.

3. Don't bother with the random screen option, 'cos this will start you on a harder set of screens with a rating of -A-.

4. On this screen:



jump between the balls and then by them to get to the robot.

5. If you have a small thingy trundling about (fnar fnar) trying to kill you, then jump against the net to get through to the other side and the robot.

6. It's easier to judge where a ball is by watching its shadow.

7. When trying to hit balls, stay in the centre of the playing area.

8. Dodge other objects like the big balls, the giant eggcup and the big coin.

9. When confronted with all four balls starting at the same time, jump forward twice and then press fire. Three of the four balls should land in the goal.

And that's it. Except my tip of just stand in the middle and keep blasting a way with your bat. Blam, blam, blam... Heh heh heh. I'm such an unsubtle little beggar, really I am.

720°

A quick and skillo tip from def skateboardist **Clinton Sorrell** is this: If you earn enough money, buy skateboards because this changes the score from 400 to 700 when you jump. Brilliant. And incidentally, **James Scott** of Midlothian, I didn't spell 'deaf' wrong, the word is DEF, you big waz. Def is a word meaning, as Marcus would say, meritorious or good. So ner!

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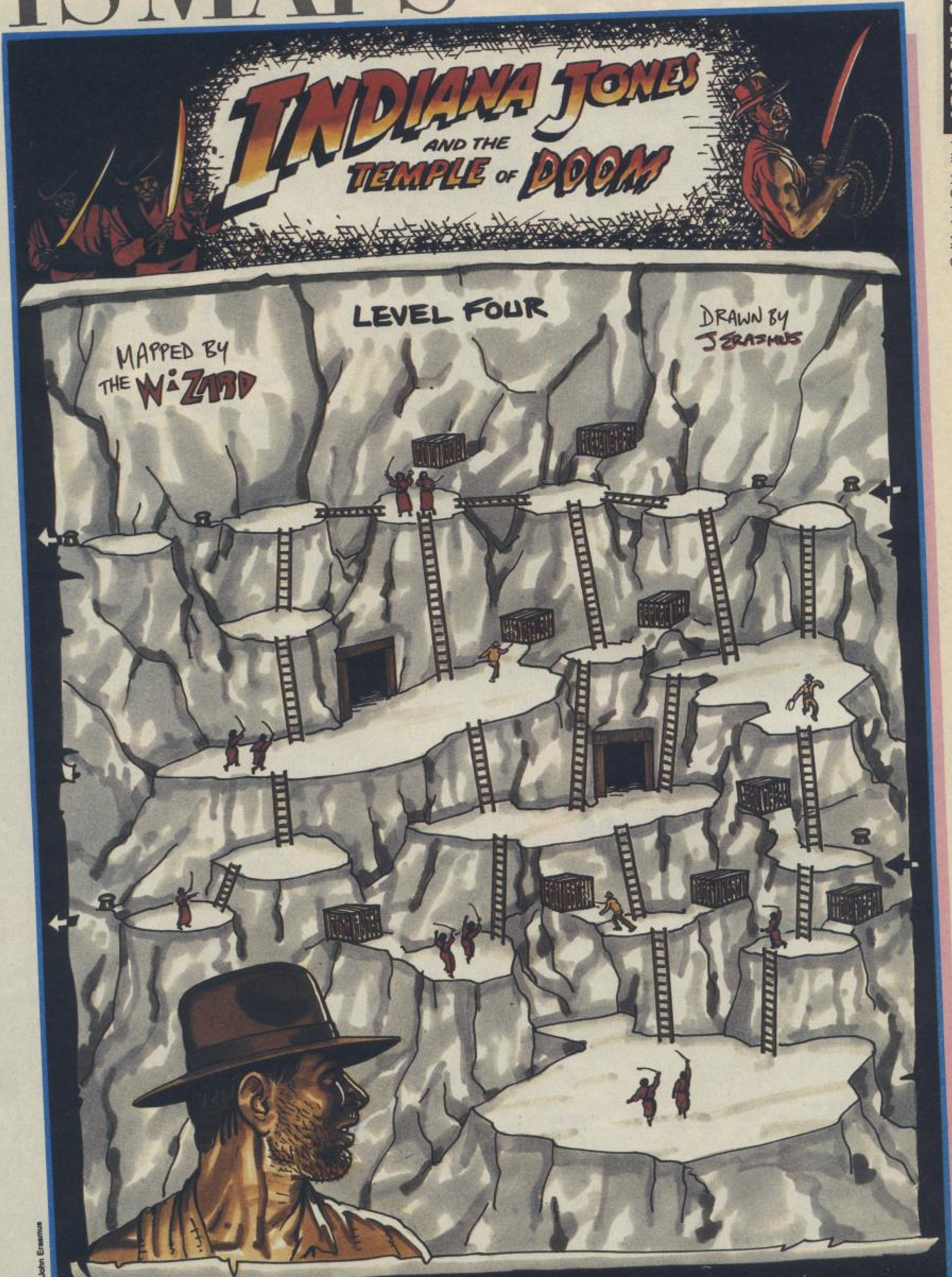


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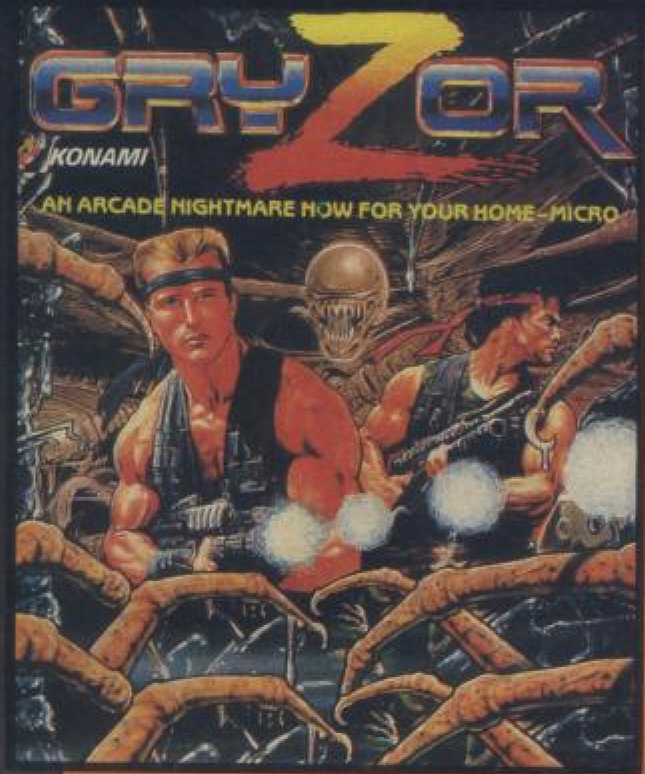
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DR. BERKMANN'S CLINIC

Welcome, love bunnies, to a special Valentine's Day surgery at Dr B's Clinic. As you see, Nurse Rumpy is ladling out seasonal good cheer to every patient, and with a bit of luck to the doctor later on. But a medic's work is never done, as they say, usually 'cos we keep nipping out for a round of golf. Fore!

Right, nurse, show the first patient in. **Robert Turner**, eh? What can I do you for?

"I need help desperately with Firebird's *Megabucks*. I can almost finish it but there are three things I'm stuck on. First, there is a yellow door in the room with the stereo. How do I get past it? There there's a pink robot in the church's lower levels I can't get past. And last but not least, what do I do with the budgie? I've taken it to every screen but all it says is 'cheep cheep cheep'."

Well, Robert, this was one of my fave budgie games of last year, and budget games as well, come to that, so I think I may be able to help. For the door in the stereo room, you'll need the secret key, and to get that, you'll want to use the safe cracker (guess where?). The pink robot's a pushover if you happen to have the robot control with you, and this you'll find if you use the dynamite in the right place. Oh, and as far as I'm aware, the budgie does nowt but go 'cheep cheep cheep'. Unless you know better . . .

AVENGER & INFILTRATOR

Some top notch Good Eggery from **Craig Thornton**, who's responded to pleas by **Martin Terras** and **Simon R** in the January issue. First, a much-needed POKE for *Avenger:*

```
10 LOAD ""CODE
20 POKE 33071,195
30 POKE 33072,80
40 POKE 33073,195
50 POKE 33046,48
60 POKE 33047,93
70 FOR f=50000 TO 50028:READ
   a:POKE f,a:NEXT f
80 DATA 33,98,195,17,48
90 DATA 93,1,20,0,237
100 DATA 176,221,33,0,132
110 DATA 195,51,129,62,201
120 DATA 50,207,202,50,92
130 DATA 160,195,128,157
160 RANDOMIZE USR 32768
```

And as for *Infiltrator*, clock these hints 'n' tips:

'ENEMY CODES	FRIEND CODES
Boomer	Whipple
Zippy	Haymish
Rhambow	Napples
Scum	Gizmo
Buzz	Seth
Rattie	Gomer
Komie	Geoff
Weasle	Dweezil'

I think these spellings are correct, but don't murder me in cold blood if they ain't! Sorry, Craig, carry on.

"Because fuel is pretty tight, don't attack or fight with other aircraft, and keep airspeed between 250-300, or the battery will overheat! Apply turbo as soon as possible, turn off when it begins to overheat, but turn on again when it cools off. Proceed in this way to the Enemy HQ. Then set whisper mode, slow down air speed to zero, and descend to 100 feet, making sure you get your chopper level (oo-er) before you go any lower. Then drop down very slowly — just judge the joystick! Watch it, 'cos if you go down too quickly . . . KERBOOM!"

Merci beaucoup, vieux haricot!

UNIVERSAL HERO

Paul Dagnall's having a few gamesnags here, the poor chickpea. Come on, Paul woss wrong?

"On the second planet, what might I use 'curiosity' or 'a pretty pink flower' for? What's the point of putting 10p in the telescope? On the third planet I can get to the underground caverns all right, but then come to a grinding halt. What now? I've been through to a room with 'Fetch me the orb' but can get no further. I've got a key, a diamond, some axle grease, a brake lever, a babbling fish, curiosity and a pretty pink flower, so where do I go from here?"

Not very far, it seems, but maybe you lot can help. There's a badge in it!

JACK THE NIPPER II

Andrew McLean's right up the jungle in Gremlin's fabbo *Coconut Caper.*

"Can anybody help me find the blowpipe and what do I do with the mouse?"

A swift call through to **Greg Holmes**, who wrote the little wonder, soon solved these problems. It turns out that there's no blowpipe anywhere in the Speccy version (they couldn't fit it in), so I'd stop looking for it, if I were you, Andrew. The mouse, as you'll know, can be found at the bottom left of the map, so inevitably you've got to take it to the top right, through about eight billion screens, until you find the elephant. Use it next to the big fella and see what happens! (Thanks very much, Greg!)

RENEGADE

Scott Stalham's plea in the Jan ish for haylp on this incredibly popular thump 'em up has been answered by Clinic reader **Dominic Carter**. How, asked Scott, do you hit a floored assailant?

"Knock him/her over then move forward and press both 'DOWN' and the 'DIRECTION YOU ARE FACING'. You can then kill him/her by pressing 'hit' a few times, but be quick because he may get up (in which case you'll go over) or one of his mates will hit you."

Ta muchly, Dom, the badge is in the post (so expect it in about 1993).

HAYLP!

Simon Mathews has ground to a halt on Virgin's *Dan Dare* and would just lurve a POKE. No prob, you'd have thought, but Simon has the more recent version of the game (Virgin remastered it after hiccups with the hyperload). This one loads with pink and red border lines (pretty, huh?) and no other POKEs he's seen, ever seem to work. Any ideas?

Kevin Luck has had none with *The Happiest Days Of Your Life*, and would welcome any help anyone can give him. I've got a Multiface POKE for the game, Kev — POKE 55885,0, POKE 55886,0 — which'll give you infinite lives, but nowt else.

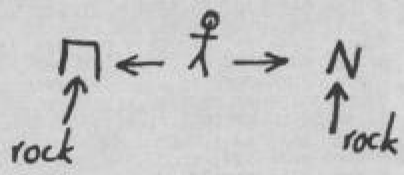
GOOD EGG

One more Bon Oeuf for this month — **Jason Drury** by name. He's got hints, tips and POKEs for all sorts of games, so write with an sae to him at Harbex, Telham Lane, Battle, Sussex TN33 0SW. (And if you've got a few hints to swop, forget the sae.)

And don't forget to drop me a line if you've got the answer to one (or more) of these gamesnags, or if you too are stuck and need a helping paw. Write to Dr Berkmann's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Tinkerty tonk!

THUNDERCATS

● It's about time somebody sent me a tip for *Thundercats*. Such a classy little game, so fast, such marvy graphics, so pretty, so why no tips? Who knows, p'raps folks spend so much time noodling about wiv the game, they haven't got any time left to lift a pen and send me a letter. But fortunately for us, at least one *Thundercats* player owns a biro and a stamp, and that is hoopy **Martin Stonebridge**. Let's hear it, Smarty Marty. **"On level one of *Thundercats*, it's best to duck down all the time and kill everyone. Jump up and get the bonuses in the trees. The white bonus L is an extra life. If one of the small creatures gets stuck between the two rocks:**



go off the screen and come back and he'll have disappeared. On level two, watch out for the crumbling rocks. Obtain the fireballs at the first opportunity, and always keep running. On the bonus mission you must go to the left. Kill the rhino-like people, and jump the person with the shield, as you can't kill him. Watch out for the rivers which you have to jump, 'cos a big eyeball comes out of the river and attacks you. On level four, watch out for the fireballs and when you come across the small gravity craft, get in and blast to the end of the level. On level seven look out for the chap with a snake around his shoulders. He fires little flies at you which circle and kill you.

"General tip: On most levels the bonus items eg. lives, fireballs and so on, are white objects. Level one has white objects on trees, and level three has skeleton heads." Well, thunderthanks to you, O mighty Stonebridge. And may your sword never tarnish, and the glint in your eye be ever twinklesome. Your thunderbadge is on its way . . .

RESCUE

● A quickie (Fnarrr) from **Nick Wright** on this hoopful little cheapie. **"When you see a door on the screen window, press fire and pick-up and immediately there will be a blast which destroys all the doors on that screen. I hope this will be printed in the magazine as it's my first time."** Well, my little honey roast ham, how can I refuse a plaintive cry like that? Easy, I just say NO!

OUT RUN

● Not exactly a big pile of tips for everyone's fave arcade game, but one is better than none I guess, or better than a slap in the gob with a wet fish. (Splatto!) **Martin Stonebridge** again?!! What has this guy been doing this month? Well look here matey, you only get one badge, so jest watch it.

"Use the gears to slow you down as the speed drops down from 280km/h to 189km/h straight away. This is useful on corners and when approaching other vehicles. As you pass the other cars, change up again and accelerate away. From the start, head for the left hand checkpoints, as these seem to be the easier tracks." Well, short and sweet this time Marty, but dead good, my def little pedal masher. Dead good.

PRACTICAL POKES

Once again it's David 'Fab Macca' McCandless, with all the POKEs it's fit to print. Take it away, small Franco-Scottish person with no candle...

Er...extraordinary, absolutely extraordinary, Phil South — that famous gerkin guzzler — has managed to stuff...er nine NINE! hamburgers into his gob at the same time! Now let's see him swallow them...euchhhh! It's like something out of 'V'! Er...I have a voice in my ear, what's that?...get on?...*(Get on with the POKEs. Ed)* Er..yes your extraordinary Maughan-ness!

DEATHWISH 3 & JOE BLADE

...and first, FIRST! is **Steffan Westcott**, a quite extraordinary hacker who has hacked . . . er . . . *Deathwish 3* from Gremlin and Players' *Joe Blade*.

```
  10  REM DEATHWISH 3 HACK
  20  REM by STEFFAN WESTCOTT
  30  CLEAR 24575: LOAD ""CODE
  40  FOR n=33543 TO 1e9: READ a
: IF a<999 THEN  POKE n,a: NEXT
n
  50  POKE 33019,131: PRINT USR
32768
  60  DATA 33,0,64,49,255,95,17,
0,120,1,0,4,237,176
  70  DATA 62,201,50,176,155: RE
M NO INJURY
  80  DATA 62,175,50,22,151,50,1
85,153: REM INFINITE AMMO
  90  DATA 175,50,6,163: REM NO
BACK-STABBING
 100  DATA 195,64,100,999
```

```
  10  REM JOE BLADE hack
  20  REM by STEFFAN WESTCOTT
  30  CLEAR 32767: LOAD ""CODE
  40  POKE 65100,194: RANDOMIZE
USR 65088
  50  POKE 65407,96
  60  FOR n=65469 TO 1e9: READ a
: IF a<999 THEN  POKE n,a: NEXT
n
  70  RANDOMIZE USR 65324
  80  DATA 175,50,165,147: REM I
NFINITE STAMINA
  90  DATA 50,164,167: REM INFIN
ITE AMMO
 100  DATA 50,172,152,50,221,152
,50,242,135,60,50,61,130: REM DO
N'T NEED CELL KEYS
 110  DATA 62,201,50,94,150: REM
 INFINITE TIME
 120  DATA 62,175,50,53,120: REM
 NO BOMB SCREEN
 130  DATA 195.55,139,999
```

NEBULUS

Astounding, quite astounding, Emlyn Hughes has managed to fondle eight contestants in just one programme of *A Question Of Sport*. Er...there's something in my ear...er...Nebraska? Nebu-*Nebulus*! A hack for Hewson's *Nebulus from... er* **Paul Rosenthal**

```
  10  REM NEBULUS hack
  20  REM by PAUL ROSENTHAL
  30  FOR n=23296 TO 23302: READ
 a: POKE n,a: NEXT n
  40  CLEAR 25086: LOAD ""CODE
  50  POKE 65102,103: RANDOMIZE
USR 64512
  60  DATA 175,50,153,128,195,0,
128
```

TRIPLET

Er...I say...I've got something right, there must be a Q in the month. It's a trio of hacks for the *YS* freebies *Play For Your Life* and *Moley Christmas*, and Gremlin's *Basil Mouse Detective*...er...and they'll give you infinite Coleman's...no...er David's?...er...lives LIVES! Yes LIVES!

```
  10  REM PFYL hack by DM
  20  CLEAR 28999: LOAD ""SCREEN
$ : LOAD ""CODE
  30  POKE 30066,0
  40  RANDOMIZE USR 30000
```

```
  10  REM MOLEY XMAS by DM
  20  CLEAR 24575: LOAD ""CODE
  30  POKE 38302,0: POKE 38352,0
  40  RANDOMIZE USR 33024
```

```
  10  REM BASIL hack by DM
  20  CLEAR 27000: LOAD ""CODE
  30  FOR i=54785 TO 54795: READ
 a: POKE i,a: NEXT i
  40  DATA 175,50,80,161,62,201,
50,240,163,195,0,128
  50  POKE 55032,195: POKE 55033
,0: POKE 55034,214
  60  RANDOMIZE USR 55008
```

BOSCONIAN

...and Nick Faldo scores a goal. And er... here's **Roy Goodall** on the ball...and oh I say! A hack for the cheapie *Bosconian* in the back of the net! Well played Roy!

```
  10  REM BOSCONIAN hack
  20  REM by ROY GOODALL
  30  CLEAR 25599: LOAD ""CODE 1
6384
  40  LOAD ""CODE 25600: LOAD ""
CODE 32765
  50  POKE 33356,60
  60  RANDOMIZE USR 32765
```

RAMPAGE

Aaargghhhh! Just enough...er...space to squeeze in this little hack for Activision's *Rampage* by me.

```
  10  REM RAMPAGE HACK by DM
  20  CLEAR 32767: LET t=0: LOAD
 ""CODE 65000
  30  FOR n=23296 TO 23333: READ
 a: POKE n,a: LET t=t+a: NEXT n
  40  IF t=4056 THEN  RANDOMIZE
USR 23296
  50  DATA 33,64,254,17,0,128,1
  60  DATA 20,0,237,176,33,19,128
  70  DATA 54,246,35,54,201,205
  80  DATA 0,128,33,31,91,34,105
  90  DATA 255,195,44,255,175
 100  DATA 50,117,221,195,0,222
 110  PRINT "ERROR IN DATA!": STOP
```

MULTIFACE CORNER

So many men have been mailing their Multiface manipulations (oo-er...) to me (alliterating a lot there) for Multiface Corner. These, plus a couple of my own, are here! Now!

Multifacers were **Dean Ashton**, the Tefal men (with *Dura-Glide* foreheads no doubt), **Paul Rosenthal**, and **John Perkington**.

GAME	POKE	EFFECT
Nebulus	32941,0	lives
Freddy Hardest pt 1	63519,24	invincible
	64011,183	lives
Freddy Hardest pt 2	61607,183	lives
Rampage	56693,0	lives
Basil Mouse Detective	41296,0	lives
	41968,201	
Trantor	56596,0	strength
	56711,0	time
	54236,0	ammo
	52514,0	no aliens
Moon Strike	52221,0	lives
Thundercats	31407,0	lives

FREDDY HARDEST

Er...and Fatima Whitbread has scored a try, a try! She shattered that scrum single-handedly and threw the post 50 metres through the air...! But...er...here's **Dean Ashton**, an extraordinary mega-hacker, from Scarborough who's er..hacked *Freddy Hardest 1* and 2, and also given me the code for part 2, which is 897653. Astounding! (I say that's a new word!) Quite astounding! I like that, it has that certain...

```
  10  REM FREDDY HARDEST Part 1
  20  REM HACK by Dean Ashton
  30  CLEAR 49151: LET t=0: LET
w=0
  40  FOR f=47872 TO 48024: READ
 a
  50  POKE f,a: LET t=t+w*a: LET
 w=w+1
  60  NEXT f
  70  IF t<>1403607 THEN  PRINT
"ERROR IN DATA": STOP
  80  LOAD ""CODE : REM  RANDOMI
ZE USR 47872
  90  DATA 221,33,134,107,6,6
 100  DATA 197,221,110,0,221,102
 110  DATA 1,221,70,2,6,0,17,0
 120  DATA 125,50,63,224,254,249
 130  DATA 32,4,175,50,63,224,50
 140  DATA 181,224,254,253,32,7
 150  DATA 175,50,181,224,50,182
 160  DATA 224,237,176,235,54
 170  DATA 201,30,231,205,0,125
 180  DATA 221,35,221,35,221,35
 190  DATA 193,16,197,33,119,232
 200  DATA 17,167,251,1,0,4,237
 210  DATA 176,33,85,107,34,195
 220  DATA 254,195,170,254,205
 230  DATA 28,254,33,111,107,17
 240  DATA 129,255,1,20,0,237,176
 250  DATA 62,195,50,165,254,33
 260  DATA 129,255,34,166,254,201
 270  DATA 253,33,50,92,62,183
 280  DATA 50,191,245,62,24,50
 290  DATA 211,243,49,223,96,195
 300  DATA 0,91,0,0,0,18,224,16
 310  DATA 34,224,36,114,224,12
 320  DATA 126,224,15,140,224,25
 330  DATA 176,224,13,0,0
```

```
  10  REM FREDDY HARDEST Part 2
  20  REM HACK by Dean Ashton
  30  CLEAR 49151: LET t=0: LET
w=0
  40  FOR f=47872 TO 48019: READ
 a
  50  POKE f,a: LET t=t+w*a: LET
 w=w+1
  60  NEXT f
  70  IF t<>1303593 THEN  PRINT
"ERROR IN DATA": STOP
  80  LOAD ""CODE : REM  RANDOMI
ZE USR 47872
  90  DATA 221,33,129,107,6,6
 100  DATA 197,221,110,0,221,102
 110  DATA 1,221,70,2,6,0,17,0
 120  DATA 125,58,62,224,254,249
 130  DATA 32,4,175,50,62,224,58
 140  DATA 180,224,254,253,32,7
 150  DATA 175,50,180,224,50,181
 160  DATA 224,237,176,235,54
 170  DATA 201,30,231,205,0,125
 180  DATA 221,35,221,35,221,35
 190  DATA 193,16,197,33,119,232
 200  DATA 17,167,251,1,0,4,237
 210  DATA 176,33,85,107,34,195
 220  DATA 254,195,170,254,205
 230  DATA 28,254,33,111,107,17
 240  DATA 129,255,1,20,0,237,176
 250  DATA 62,195,50,165,254,33
 260  DATA 129,255,34,166,254,201
 270  DATA 253,33,58,92,62,183
 280  DATA 58,91,236,49,223,96
 290  DATA 195,0,91,0,0,0,17
 300  DATA 224,16,33,224,36,113
 310  DATA 224,12,125,224,15,139
 320  DATA 224,25,175,224,13,0
 330  DATA 176,224,13,0,0
```

CRASH PREVENTOR

Now you wouldn't want a crash would you? Who would? At least not when you were RUNning a hack program anyway. So follow this easy-to-use, get-your-hack-working method to stem those tears of rage and frustration (and letters of complaint):

1. Type in the Hack program exactly as it is printed in the mag.
2. Save the Hack program on a blank tape (for future use).
3. Rewind game tape right to the beginning.
4. Type RUN followed by ENTER.
5. Play the game tape from the start.
6. And ultimately, play the game! (ho-ho).

YS SCROLLING CREDITS

This section is dedicated to those unsung heros who sent in hacks but were too late: **Paul Hemmings, Martin Wood, Nathan Reynolds, D. Martin, C.P. Turner, R.J. Fawley, Adrian Best, A. Watson,** and **Forbes Manson.**

Extraordinary, I've run out of space just when I thought I could go on for ever. So mail all your mail to me at *YS*, 14 Rathbone Place, London, W1P 1DE and label it *Practical Pokes*, so it gets to me. Look out for the Multiface Special next month. See-ya then!

SO LONG

Farewell! It's been fun, but we gotta go. If you've got any hot tips that are burning a hole in your pocket (snigger) then wrap them in a strong envelope and send them to me, Phil South, *YS* Tipshop, 14 Rathbone Place, London W1P 1DE.

▶ And remember, every tip or map or POKE printed in 'The Shop' gets a super classy 'I've Got Big Tips' badge. Yay!



MEGA-WOW!

YS COMPO

Win five spanky Casio sports watches in our earthshattering *Mega Apocalypse* compo!

Yes, there's no apocalypse like a mega-apocalypse, as the old song goes. And as the world awaits the release of Martech's mega shoot 'em up on the Speccy (mainly to see whether it'll remain intact by the end of it), here's your opportunity to win one of five Casio SDB 300W sports watches, each worth £27.95 (or thereabouts), in another amazing *YS* caption compo.

You may well have seen the Commodore original of the game at the PCW Show — especially if you came to see us, 'cos we were almost next door! It's a fairly zappy affair, written by Simon Nicol and converted to our more glorious format by John Wilson (who gave us *Planets* and *The Armageddon Man*). The basic plot of the game can be summed up in four sentences:

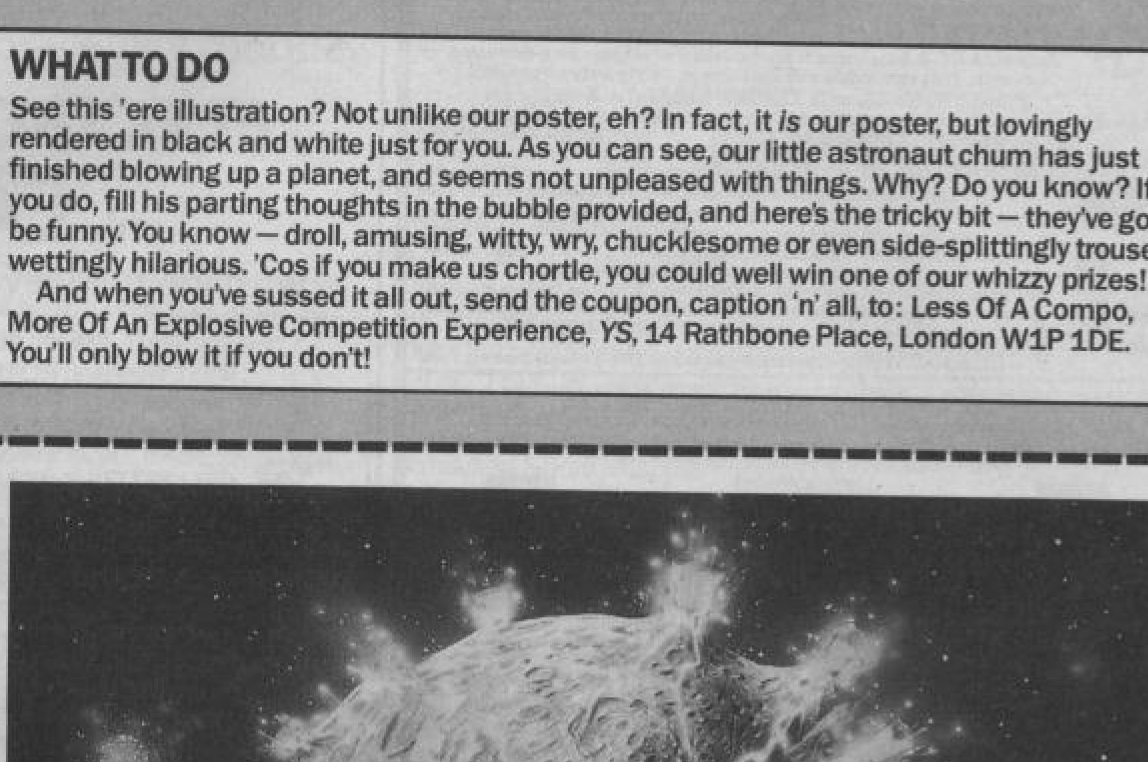
1. Shoot everything.
2. Carry on shooting everything.
3. Make sure nothing shoots you in return.
4. Er, that's it.

But what a zaperama it promises to be, if the C64 attempt is owt to go by. Still, while we all wait, how about a little compo to get us all in the mood?

WHAT TO DO

See this 'ere illustration? Not unlike our poster, eh? In fact, it *is* our poster, but lovingly rendered in black and white just for you. As you can see, our little astronaut chum has just finished blowing up a planet, and seems not unpleased with things. Why? Do you know? If you do, fill his parting thoughts in the bubble provided, and here's the tricky bit — they've gorra be funny. You know — droll, amusing, witty, wry, chucklesome or even side-splittingly trouser-wettingly hilarious. 'Cos if you make us chortle, you could well win one of our whizzy prizes!

And when you've sussed it all out, send the coupon, caption 'n' all, to: Less Of A Compo, More Of An Explosive Competition Experience, *YS*, 14 Rathbone Place, London W1P 1DE. You'll only blow it if you don't!



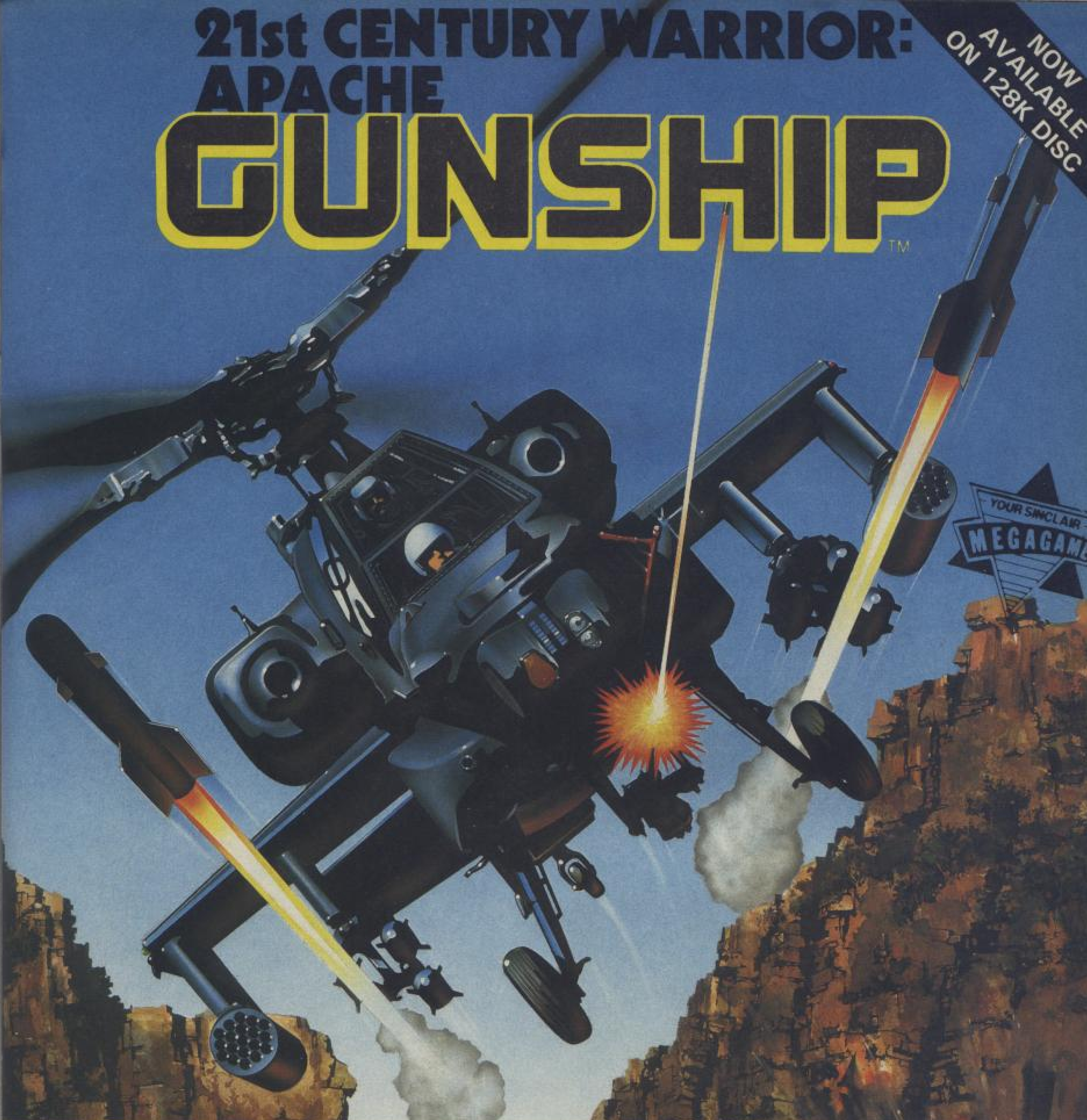
Want jokes? Move out of the way, small fry, and take some lessons from the master. C'est moi, stoatbrain!

Name ....

Address ....

....Postcode ....

- You work for us? You work for Martech? You work for anyone who's related to either? You're related to anyone who works for either? Well, you won't be if you try and enter this compo!
- Get those entry forms in to us by March 31st 1988. Anyone even a day late will be a complete April fool!
- The Ed's decision is final, unless she changes her mind of course...



The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.
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GUNSHIP is available for the CBM 64/128K, Spectrum, IBM PC and Atari ST.

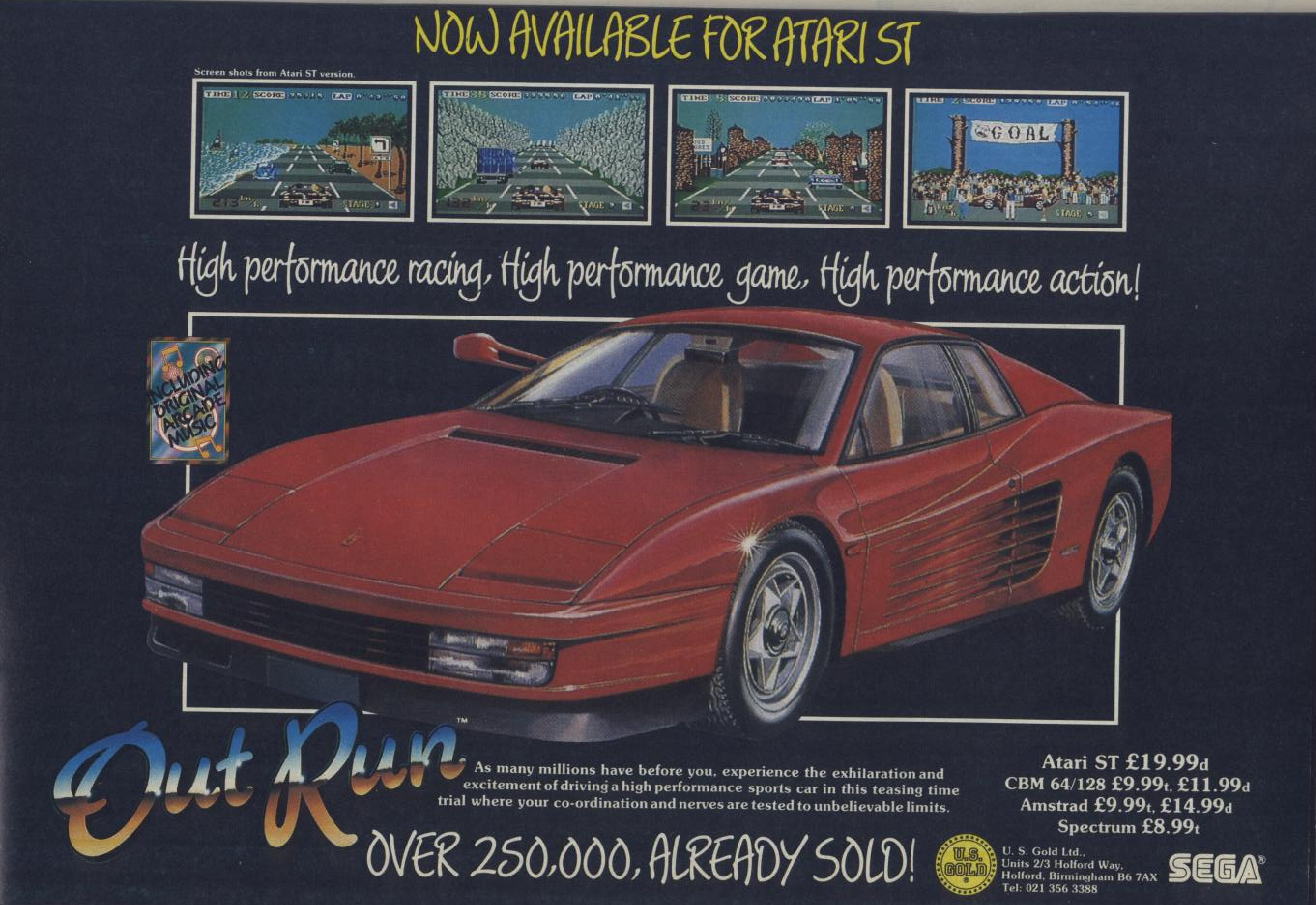
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A YS SUB MEANS....
...more than you could ever guess.

Stylish (stilish) adj. 1. In step with current fashion. 2. Having elegance. 3. *Your Sinclair*

Sub-scription (sub-skripsh'n) n. Abbr. Sub. 1. An order for an advance purchase of the issues of a periodical. 2.....to *Your Sinclair* magazine (if you've got any sense!)

Sub-sequent (sŭb-si-kwant II -kwenss) n. 1. What happens after an event. For example: after taking out a subscription to *Your Sinclair* you would become hip, cool and well def and receive 12 fabulous issues of the best Spectrum mag ever! Not only that – you can choose an Ocean/Imagine game absolutely FREE!

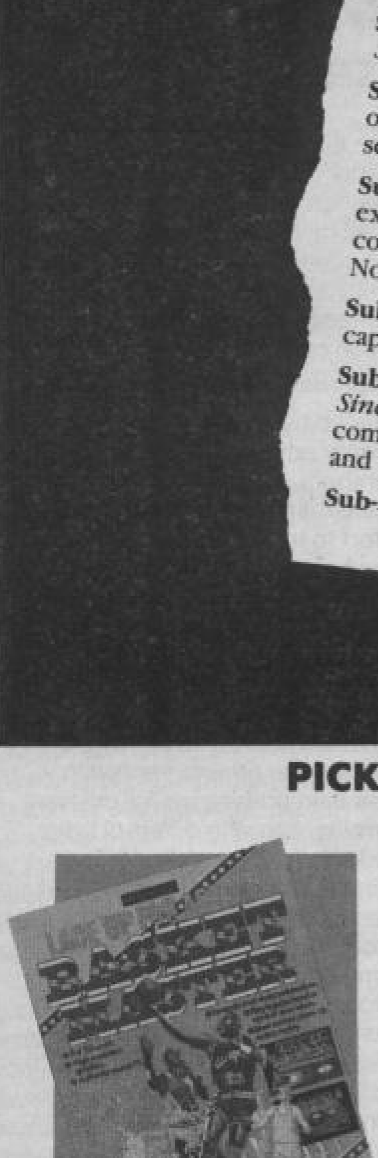
Sub-ser-vi-ent (sŭbservi-ant) adj. 1. Subordinate ie. Phil and Marcus in their capacity as the Ed's minions.

Substance (sub-stanss) n. 1. Material of which something is composed. 2. *Your Sinclair* is a 'mag of substance'. 3. Composed of news, reviews, previews, competitions, adventures, maps, hints'n'tips, programming and lots of fun. Oh, and *Slots Of Fun* too.

Sub-standard (sŭb-standard) adj. 1. Of inferior quality 2. *Sinclair User*.

F R E E G A M E !

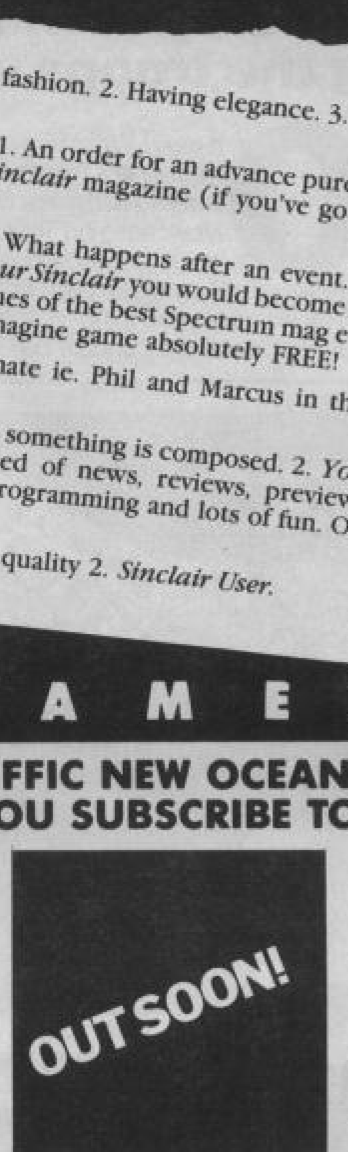
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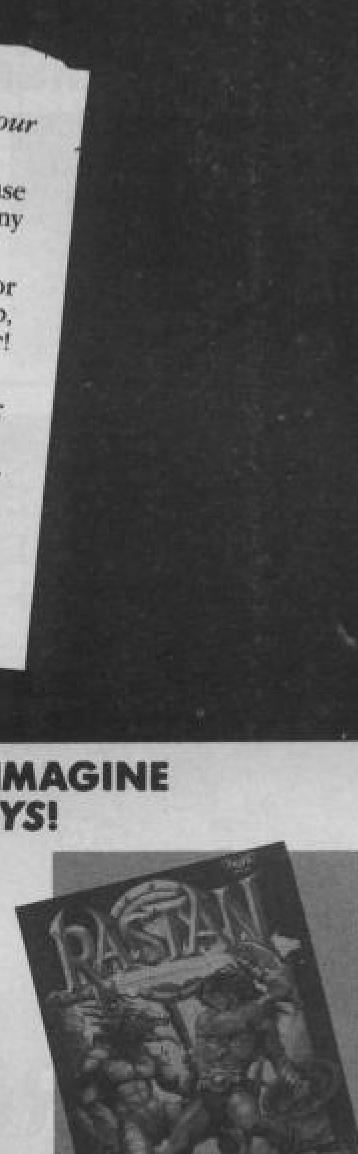
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ON THE WARPATH II

Owen and _Audrey Bishop_ are back in the Frontline entertaining the troops with the latest strategy hits.



Oh dear! We're in *real* trouble this month. **Mark Rodgers** of Newcastle on Tyne writes, "Wargames are wrong. They make people think war is a good thing — and fun too. I think they should be banned." You have a point there, Mark, and you deserve a *YS* badge for standing up for your beliefs. Obviously we don't agree with you — if we did, we wouldn't be running this column. But what do other readers think? Are there any of you out there who think the same way as Mark? Or what can you say in defence of wargaming? You must have some point of view on the subject — for or against? Write and let us know — a sentence or two will do. Let battle commence!



SORCEROR LORD

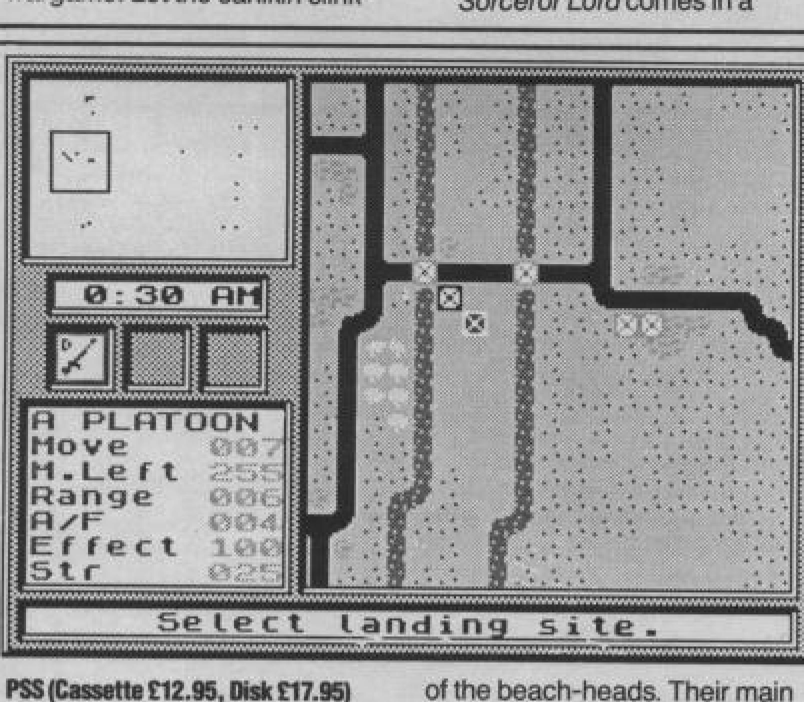
PSS (Cassette £12.95, Disk £17.95)
At last! A game that *looks* like a wargame and *plays* like a wargame! Let the canikin clink long into the night as we pit ourselves against the mighty Shadowlord!

Sorceror Lord comes in a nicely designed and printed *cardboard* box, just like the ones that real (board) wargames come in, instead of those pop-album-style plastic cases. Inside you find an exciting assortment of goodies — a handbook (beautifully illustrated, simply laid out and clearer than most we have seen lately) and a handy card summarising symbols, terrain preferences and so on, to prop up beside the TV screen. There's also a large map of the Lands of Galanor printed on parchment-like paper to lend an air of romance and authenticity to the proceedings. With all this plus a copy of PSS's glossy catalogue, we already begin to feel that we're getting value for money.

The game, written by the author of *Battlefield Germany,* is an imaginative fantasy conflict at tactical level. You are the Sorceror Lord, defending Galanor from the hordes of warriors and riders under the command of the Shadowlord (played by the computer). The enemy advances quickly in large numbers, at high speed and with devastating effect. It's a waste of effort to try to halt them at first. The better tactic is to send your leaders to visit the fortresses and citadels of the land to recruit as many men as you can muster.

The warriors at your service include the Barbarians of Savantor, the Elves of Imryth, and several others, each with their own preference for different terrains, carrying different arms, and with leaders skilled in Sorcery to different degrees. All these features are taken into account as you mobilise your army and throw it against the forces of the Shadowlord. It's an easy game to get into, yet it may take you some time to master its intricacies. We found the computer opponent most formidable, even at Level 1, possibly because of its new routines based on artificial intelligence techniques.

Graphics are good and non-



PEGASUS BRIDGE

PSS (Cassette £12.95, Disk £17.95)
D-day 1944 and the landings begin! The British 6th Airborne Division are parachuting in, detailed to secure the east flank of the beach-heads. Their main objective is the bridge over the Caen Canal, later renamed Pegasus Bridge in their honour after their divisional emblem.

Pegasus Bridge has certainly been well researched — in each turn British Airborne units land at the spots where they really landed on that eventful day. German troops and other British troops arrive by road. If you command the British side, your task is to capture and preserve certain bridges, destroy or occupy others and to capture the tactically important Merville battery. If you play the German side, your aim is to hold off the Brits for 18 vital hours. Plenty to think about and some interesting tactical situations.

The game is for 1 or 2 players — single players can command either side, the computer commanding the other. Command is by keyboard or joystick (Kempston, Interfaces 1 and 2 supported). Graphics consist of a very large scrolling map, with a small-scale map on which the outline of the larger map moves as it's scrolled. Dots on this indicate the position of your units. These flash until you have moved or fired them, so it's easy to find your way about. The glossy-paged handbook includes a detailed map of the area, full instructions and plenty of info about the forces involved. A panel on the screen displays full details of all units on the cursor square. The game follows the usual sequence of phases for each side, including a Support Phase in which you call up fighter or bomber strikes, and naval gunfire on any target.

TACTIPS

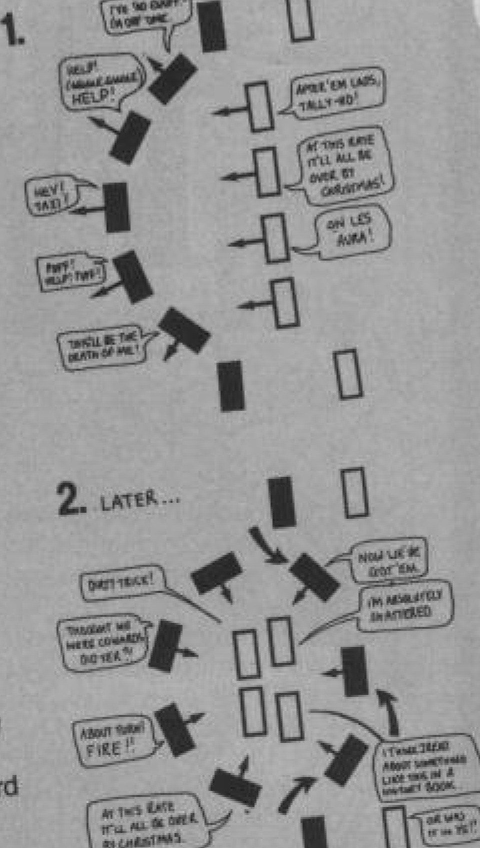
A juicy tactical problem comes from **Ross Cleveland** of Kirkaldy, who writes "I've just been reading *Red Storm Rising* by Tom Clancy. It's a really top-rate WW3 story where the Germans fool the Russians by pretending to withdraw. Then, when the Russians have advanced through this 'weak spot' in the NATO lines, they run into concealed ambushes, are surrounded and heavily defeated. This sounds all right in a story, but would it work in real life?" You picked a fascinating and exciting book, Ross and, since Tom Clancy is actually a wargamer, we're pretty sure he knows what he's writing about.

Hannibal used a version of these tactics way, way back at Cannae (see TIMEFAX). He put his poorest troops in the centre of his lines so they actually *did* withdraw when the Romans attacked. Then he swung round his better troops and calmly closed the trap! The true 'pretended withdrawal' tactic, in which the central units are ordered to run (only not too far) is as old as the hills. Certainly it's as old as Senlac Hill, where William the Conqueror tried it as long ago as 1066. It also worked for Wellington and many other commanders since then. Trouble is, generals never learn from the mistakes made by other generals in the past. We thought we'd try it on a computer game.

Running *Theatre Europe* we played NATO, and moved our central units back out of range of the advancing enemy. The Warsaw Pact forces blundered through, on their way to the Atlantic coast. We were doing rather well, we thought, until the game ended abruptly when the computer decided we had lost for other reasons. We were going to try it on *Gallipoli*, but there the Turks can't be tempted to rush forward. They have been programmed to stick to a firm defensive line until the Allies are quite definitely in general retreat. You could always have a bash at trying it with *Vulcan* (CCS) or *Battlefield Germany* (PSS). Maybe its a way of defeating the Shadowlord in *Sorceror Lord* (PSS). We'd love to hear from any other readers who get this tactic to work (or fail!) on these or any other computer wargames.

Write to A & O, On the Warpath, *Your Sinclair*, Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE.

PRETENDED WITHDRAWAL TACTICS



As the enemy (white squares) advance, the Allies pretend to withdraw allowing the enemy's troops to advance further. Then the allies swing round their outer troops to surround the enemy. Simple eh?

fussy, though the 'ancient script' of the text is hard to read, especially as many messages are not on the screen very long. There is a large scrolling map (based on hexes, in true wargame style), with an overall strategic map on call whenever you need it. The information appears just above the map and the screen is uncluttered with graphical bric-a-brac at other times. This could be taken as a model for other wargames. Oh yes, and — wonder of wonders — there are *no* stupid sound effects either! The control system is easy to learn and operates perfectly.

Sorceror Lord allows you to concentrate on the game itself without distractions. Whether you are into fantasy or not, the tactical aspects of this particular wargame will hold you spellbound. Recommended.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
STRATEGY
9

We thought this game sounded just the ticket and were excited as we sat down to give the Jerries a good going-over. Probably we could have done, for suddenly, in the middle of our (true blue Brits) turn, we found that the computer had handed control of the German forces over to us! Being Brits we were obviously too gentlemanly to take advantage of such a situation. In short there was a bug in our version (and in the replacement copy sent us) which lets the game go its own way, jumping from one phase to another inexplicably. What with that and the excessively high speed at which the messages flash on and off the screen we just gave up trying to play.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
STRATEGY
4

TIMEFAX

Another in our series of 'CUT OUT AND COLLECT' fact filled dossiers in Timefax. 'Savour the flavour' of the Roman Wars but beware the Ides Of March! If you'd like to see a period of history outlined here write to us at: On The Warpath, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Illustration: Nick Davies

ANGEL EYES



YS COMPO

WIN WIN WIN
Five *Halo Jones* Book Sets
PLUS
Ten *Halo Jones* Spectrum Games

Young Halo Jones was alone and unemployed, and like most youngsters in the future her only real option was the army. Her experience in the forces only managed to destroy the little vestiges of hope she had left, what with her best friend getting killed on a campaign to a far-off planet, and the man in her life turning out to be something like an extra terrestrial Adolf Hitler. And after her tour of duty was over, she was sent to The Hoop, a slimy ghetto and massive wasteland of scum and villany for all the unemployed folks.

And so the story continues, week by week in 2000AD, in Piranha's new smash Spectrum game and, for those that can afford it, in the colourful and expensive Titan Books graphics novels. But fear not, for now you too can own these hot items. If you win this magic *YS*/Piranha compo, you could walk away with one of five full sets of *Halo Jones* graphic novels (volumes 1, 2 and 3), plus a copy of Piranha's new *Halo Jones* game, hot off the presses! How can you refuse? You can't, especially as there's 10 prizes of the *Halo Jones* game for the lucky runners up, too.

And the game is really whizzy, just like the 2000AD strip. We follow Halo as she tries to go down to the shops to get her monthly rations. Okay, so this might not be much of a problem where you live, but life in The Hoop is very different. The streets are full to brimming with punks, freaks, maniacs, lizard men and all kinds of lunatics out for your blood, your wallet or even your Cashbase card *(Oh no! Anything but that! Ed)*. But Halo has packed a few extra items in her handbag, just to make sure she gets to Tesco's unscathed. You know, the usual stuff you take with you on a shopping spree; a couple of extra carrier bags; your bus pass; a woolly hat… oh yes, and those hallucinogenic gas bombs and a rocket launcher, just to be on the safe side. Then off she goes, armed to the teeth and pretty as a picture.

And that's where you come in. You control Halo in her battle to hold onto her shopping, nuking the lizard men, and gassing the punks. Sound like fun? Okay, here's what you have to do to win these totally bozzy prizes.

Rules

- Unemployees of Dennis Publishoids and Piranha Men Software will be gassed if they attempt to enter this compo.
- The last chance to get in on the action is March 31st, so you'd better go for it, punk.
- The Ed knows it's tough on the streets, and her decision is final there as well.

What You Do

The very best thing about this compo is how easy it is to be in the running for a prize. All you've got to do is check out the word square on this page, find the 10 words embedded in it, and draw a line through them with a blue or red pen. Then snip out the coupon, including the square, and send it to the She's Called Halo But She Ain't No Angel Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Army
Gasbomb
Ghetto
Halo
Hoop
Jones
Lizard
Shops
Ration
Unemployed

```
N O I T A R B N E Y
P O O H N M U W R O
X K X H O S P O H S
D T Y B A D I E K G
L S S Y R L C L H F
O A E A M X O E E S
G S Z N Y I T F B U
L I T B O T P X O W
L C M Q O J W U M B
D E Y O L P M E N U
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Okay punks, make my day and send me a *Halo Jones* game! Look, I've got all ten answers and everything.

Name ....

Address...

....

.... Postcode ....

BED

"'Snot fair! Duh gorb; to
trash de ubiverse!" W Gu
with the inflamed muc e
the cold to bla a





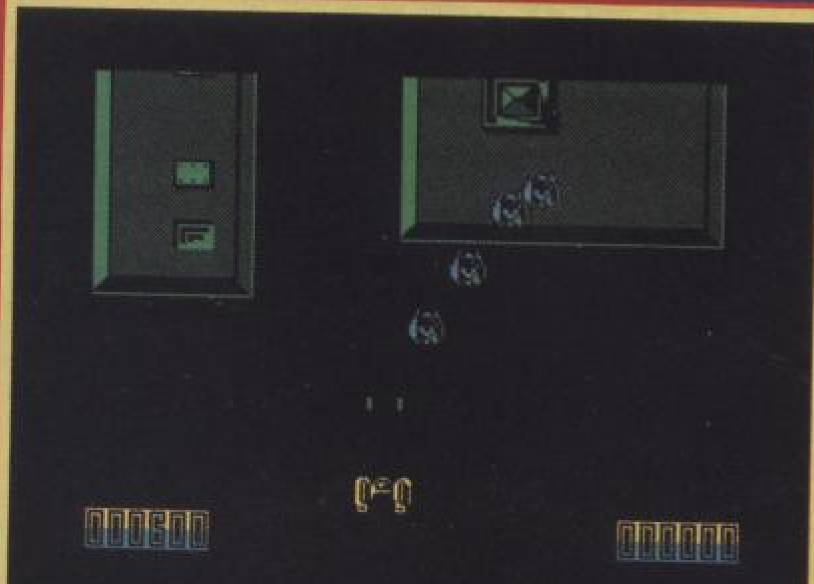
Bedlam — wasn't that the infamous eighteenth century lunatic asylum whose last remaining inmates now rattle their chains around Castle Rathbone?

Fitting title then, because this is enough to drive anyone dotty — particularly all you prannies who tried to load it into your 48K machines. 'Cos this is one mega-sized mega-game which requires the whole 128 kilobytes.

One for the big boys, what? Just the thing I need to clear my catarrh. I've always said that a good shoot 'em up was the software equivalent of Sinex. *(Course you have, Malcolm. Ed)* Now if I can only get strapped into the cockpit of this Spectrum before Rachael gets back...

The instructions waffle on about this being the ultimate test for cadets at the Stellar Imperium's Pilots Academy. We'll see about that. Remember, I was massacring *Space Invaders* before most of you were born.

Kappow! Peeow! Zing! Whoops... Oh well, must have been the cold. Let's have another go. (More zippy sound FX!) Okay, so this really is hot stuff, but I'll soon have it puzzled. Or maybe not, because there are 15 space stations plus ten moonscapes and four special sections before you can take your 125cc spaceship out on the road. Now I see why they needed all those K.



The first wave filters down the sides before performing a sideways figure of eight. Position yourself above one of the score boxes to pick off one column, before gliding to the centre to take out the remainder.

In the style of *Uridium*, this is the classic scrolling formula with enough nice touches and oh-so-much speed to keep you going back for hours. The vertical landscape rolls away under you while waves and waves of aliens swoop in.

There are deck fixtures to dodge on the stations, because at best you'll bounce all over the screen when you collide, and at worst you'll lose your life. And there are special bonus features



Later on in the first level and it's time for T. Avoid the aliens and aim for the icon, which will take you to the Teleport. But blast as much of the deck furniture as possible, as some of it may hide other pick ups.



I'm a pinball wizard. After rebounding around the deck, it's time to bounce a ball into that hole at the top for a big bonus. Knock down the flags for a double or ten-time score increase in the main game too!

LAM

le stottie always geds to e lt Gwyn Hughes, the man usmembrane, come in from ns away at *Bedlam*!

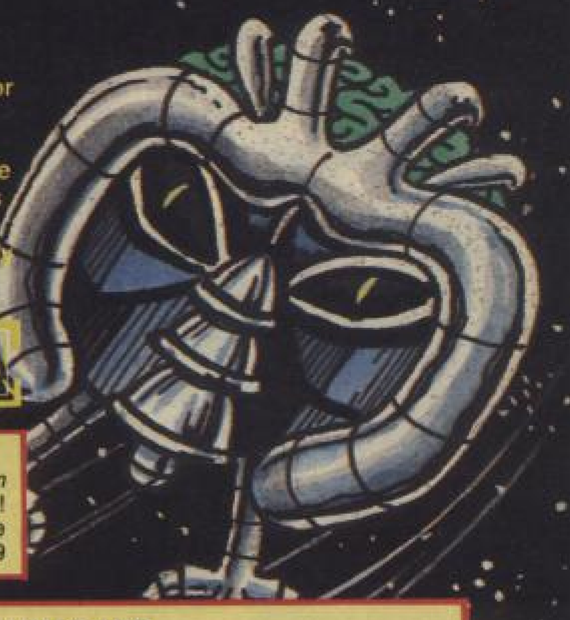
to collect too. There's enough here to blow your mind — or blow your nose if you're like me. PARRRRP! That's wetter!

As I was saying before I creamed that Kleenex, there are four teleports which shoot you to the next level. But better than that, they also give you time off on the space station for a quick game of pinball. Keep your fingers on the flippers, because it's a handy way of boosting your score.

The aliens all use different attack patterns, and a lot of the fun is learning the best position to be in when they arrive. Get it right and you can sit there and shoot them like black-puddings in a bath. Wipe out a whole wave and you get a brief spell of invulnerability.

Use this wisely to wipe out the next invasion, and you top up your shields, so that there are stages when you should never need to dodge the nasties. There are also mega-sprites at the end of each level — talking of which, I hear Rachael returning. Cripes!

Never mind — in keeping with current trends, as well as the two players against each other option, there's an opportunity for friends to tackle the game together. But though you can't shoot your pals, you can bounce each other into danger. Which is just what I intend to do if that gormless tottie has forgotten my Lemsip. AH-CHOO!



GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS
9

FAX BOX

Game .... *Bedlam*
Publisher .... Go!
Written by.......... Beam Software
Price £8.99



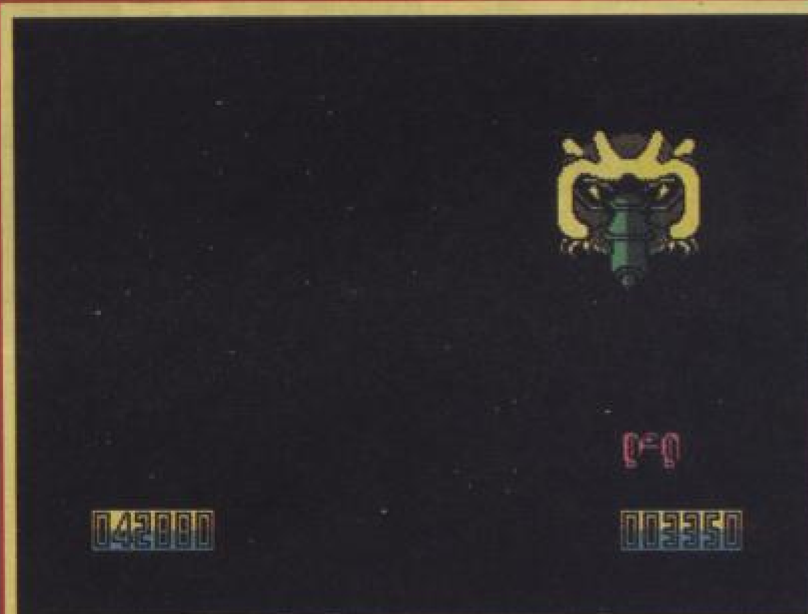
PICK-UP TECHNIQUES

There are three other types of pick-up for you to collect.

I is for Invincibility — an alternative to the troublesome technique of shooting an entire formation.

L is for Life — and you'll be glad to find another one of these, even though you do start with a generous five lives.

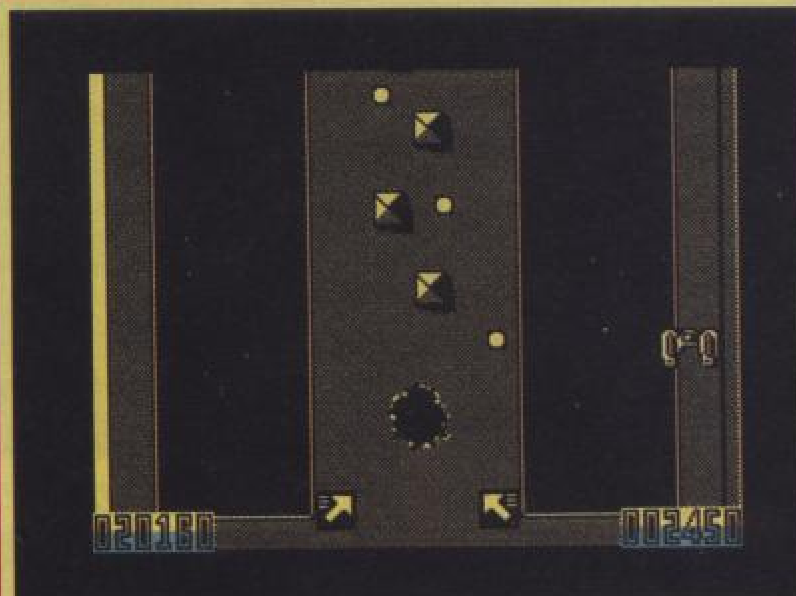
m is Mine though. Okay, you can have it — but use this smart bomb wisely, because it goes off immediately you press fire.



Oh sprite! This boy's big. He moves his claws, erupts in steam and you'd better be prepared to dodge until it's time for him to go home. Unless you've managed to gather enough invincibility that is!



A chance for invincibility on the first planet. Shoot the salamander, but don't stop while it goes skeletal. Instead, collect the rapid Fire icon then head for the bottom left corner to conquer a complete wave.



Even the space stations shoot back. The billiard balls are actually bombs, but position yourself half-way up the screen and they'll all miss you by miles. Not so on later levels, when they'll follow you around.

ILLUSTRATION: NICK DAVIES

ROMANTIC ROBOT *present*

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1988 – THE YEAR OF THE ROBOT



NOW YOU HAVE

"A GOOD REASON TO BUY SPECTRUM+3:" (Crash)

multiface three

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

SPECTRUM+3 – THE BEST ADD-ON FOR MULTIFACE 3

In the beginning there was the Spectrum. Lots of people bought one. Lots of other people wrote games for the Spectrum, and lots of people bought those as well.

But there was a snag – everything used cassette tapes, which were fine for *Depeche Mode* but not for so hot for computer software. Slow, unreliable and frustrating were some of the kinder terms used for the medium.

Now there's the 128K+3, a games machine that has all its software on tape and built in disc drive . . . Guess what Romantic Robot has produced?

Multiface 3, that's what. Plug it into your 128K+3, and load a game from tape. Press the red button and you can port it on to disc at any stage, yours to load in a trice at a whim's notice. Multiface works by waiting for the program to load and run. Then it takes a copy, and as the program was running at the time, it will run when the copy is loaded back later.

The tape to disc function of the Multiface 3 would be enough to recommend it to anyone. But there's more. When the red button is pressed, a whole range of functions appears. You can look through the 128K+3's memory, altering it at will. High scores have never been so easy to obtain. Memory can be displayed as hexadecimal, decimal or text. All of the 128K+3's 128K of Ram can be fiddled with, not just the 48K's worth that Basic has access to.

You can also print out areas of memory and screens in a variety of different forms. The Multiface 3 can do the same types of graphics dumps as its brother Multiprint, straight text, Spectrum-style *Copy* and a couple of shaded screen dumps. It can't do much more than 128K+3 Basic does, but it does it in the middle of programs.

The main purpose of the Multiface is to get things on to disc. As well as the simple *Save* and *Load*, it's got a few other tricks up its interface. You can, for example, use the disc from 48K mode. Lots of people get excited by this.

Other things that the Multiface can do is allow you to erase a file to make room on a disc, in case you need to save something in mid-game and can't get to Basic to do the deed. You can't *Format* a disc from the Multiface, alas.

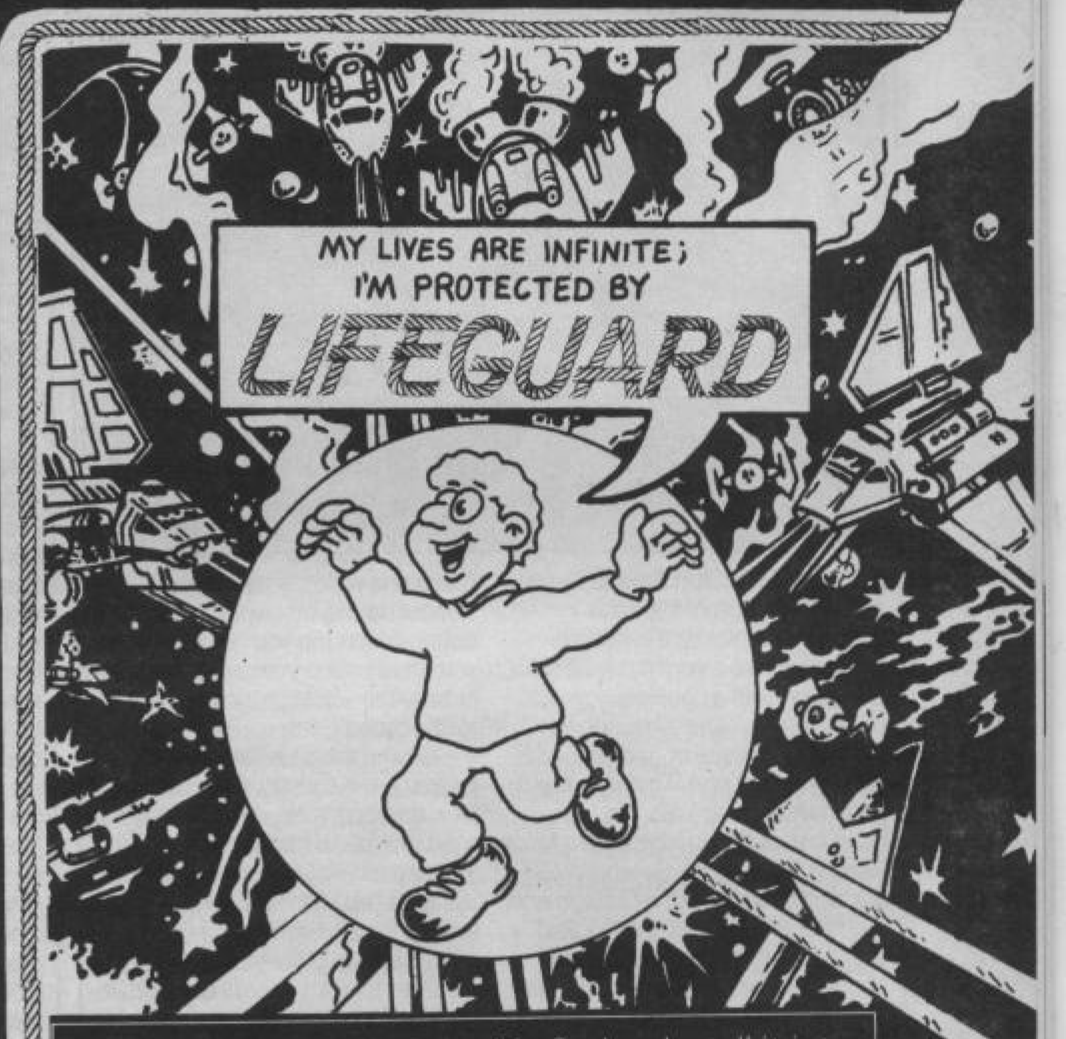
Multiface also compresses stuff automatically, and doesn't *Save* empty areas of memory. These two features mean that you can get (for example) more than three games on the 170-odd K allowed you per disc side. But you can turn those features off, if need be.

Everything is accessed by the traditional one- or two-line menu and single keypresses. Multiface 3 is very careful about invalid inputs, and didn't crash or otherwise misbehave at all. And I did try to confuse it.

More than that, what can I say? I enjoy a good rant, most reviewers do, but the Multiface 3 seems set on continuing the Romantic Robot tradition of doing the job reliably. I can't even complain a little.

Any 128K+3 owner will find it a wonderful device, indispensible even – I'm not giving mine back without a fight. I expect to see the usual extra programs appear for the best in due course (Genie et al), whereupon not owning a Multiface 3 will brand one a complete loser■

EXCERPTS FROM REVIEW IN
SINCLAIR USER NOVEMBER 1987



LIFEGUARD is an infinite life finder. Install it into the MULTIFACE 1 or 128, load a game, press the MULTIFACE's button and LIFEGUARD is ready to look for infinite lives, ammunition, etc. Once it finds it, your playing and score will never be the same – you'll win again and again –

and for £6.95 ONLY!

All prices valid strictly by mail-order 1.3.1988 – 30.4.1988. GENE works with MULTIPRINT, MULTIFACE 1 and 128 only. Programs saved by MULTIFACE 3 and tapes saved at hyper speed by MULTIFACE 128 do not run independently.

THE YEAR OF THE ROBOT · BE PART OF IT

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HARDWARE SPECIAL

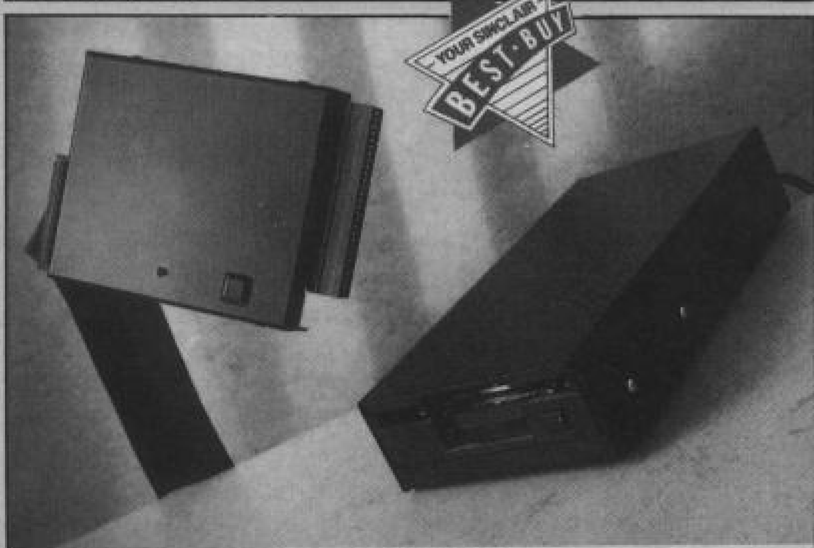
RAGE H

It's been ages since we did a really ripping hardware spread, so we thought it was about time. After a bit of barking at Phil Snout to get his screwdriver out and look at these beasts, we've pulled together a positive cornucopia of hoopy hardware and super software, to turn even the most soft-boiled trainspotter into a hard-boiled egghead.

The star of our show is Miles Gordon Technology's Plus D disk interface, the only real alternative for tape users to upgrade to a +3, from the designers of the Disciple. Check out the review further on. Other contenders for the hardware crown are the Multiface family from Romantic Robot, the plastic pal who's fun to be with; a couple of wacky Multiplugs for those of you who work all your household appliances from one socket; an aerial switch so you can plug all your computers, game consoles and videos into your telly at the same time; and Computer Cupboard's nifty little Trojan Light Pen for you to scribble on your screen. Worra lorra lorra stuff.

As well as all this hardware, we've got a brainboggling selection of the most fascinating hardware-based software. So, let's cut the babbling and launch into the reviews.

MGT PLUS D



A year ago Rockfort Products was marketing a sort of Interface 1 shaped disk interface called the Disciple. It was a very fancy bit of kit, as it goes, with a couple of joystick plugholes, a snapshot button for saving off screens or games, and a parallel printer port. This wangy little peripheral was actually the brainchild of Cambridge based Miles Gordon Technology. So when MGT decided to upgrade the Disciple and market it themselves, they looked very carefully at the mail they got about the Disciple and what people said about it.

The result of their research is the new slimline, MGT Plus D. The joystick ports are gone, and the device no longer looks like an Interface 1. Actually it now looks uncannily like one of those flat joystick interfaces, with a button and power light on the top, and two flat IEEE type ports on the back for the disk and printer plugs. If you buy the unit as a package deal you also get a three and a quarter inch disk drive which is very slick and efficient.

The Plus D is, to adopt the most massive critical cliché, a joy to use. It's fast, efficient and wholly reliable, and although it's rumoured that there are certain games it won't 'backup', so far we haven't found one. (Incidentally, info about what the machine can't do will no doubt be featured in the Independant Disciple User Group Magazine, *FORMAT*, in the coming months.) The Plus D handles microdrive syntax (even the hook codes), so it can be used with a program which reads and writes to microdrives, without having to rewrite it. Using the button on the top you can print out a screen to your printer, save it to tape, or save the whole program in 48K or 128K modes.

Some of the nicer features of the gadget are the ability to rename files, and boot a file in one of three ways: the usual microdrive way with all those asterisks and semicolons; using a **LOAD D1 'FILENAME'** format, the D1 bit meaning Drive 1; or by typing **LOAD Pn**, where n is a number. This is a special function of the Plus D, where each file has a number on the directory, and LOAD P1 loads the file numbered 1, LOAD P2 the one numbered 2. As well as this the computer can suss whether the file is a SCREEN$ or CODE or a Basic program from the entry in the directory. Neat, eh? Another item which should have been a feature of microdrive syntax in the first place (ahem!) is the wildcard. Basically, the Plus D can be as easy or as complicated as you want, and should fit into anybody's current setup, making it faster, more powerful and most importantly, a lot more fun. This really is, pricewise and facilitywise, one of the best alternatives to a +3 system yet devised.

FAX BOX

Product .... Plus D disk interface
Price .... (Plus D only) £49.95
(with drive) £129.95
Supplier .... Miles Gordon Technology
Unit 4 Chesterton Mills
French's Road
Cambridge CB4 3NP

Photography: Liz Heaney

HARD NEWS

It's funny, but there's two distinct categories of equipment that we get sent for review. There are the things we review which stay around for a long time after because we like to use them in real life. And then there's the other stuff which we like a lot when it first comes in, but when all's said and done has no real application apart from novelty value. First category things are used until they disintegrate, but second category things tend to just sit around collecting thick layers of dust. And why are we telling you all this? Because all the things on these pages are first category things, items of equipment that are so useful we have to buy new ones when they break down.

1. Multiface +3 (Romantic Robot) £39.95

Probably top of this list of things *YS* couldn't do without is the Multiface family of gadgets from Romantic Robot. The most recent of these of course is the **Multiface +3**. Without this box there would be no screenshots in *YS*, or if there were, they would be fuzzy photos rather than the technically perfect inkjet dumps we use today. How is this done? Well, having fastened a Multiface to your computer you simply blip the red button on the top of the machine, and follow the menus to save the screen, which is then done automatically. There's a toolkit feature built into the unit, not unlike the previous Multifaces for 48 and 128K, which enables you to POKE numbers into addresses in hex or ASCII formats. The unit can also send shaded print dumps out through the printer port on the back of the +3. So if you've got a printer connected, the picture on screen comes out on the page. If you haven't, the bits just spill out over your desk (that's a joke, by the way!).

2. Multiprint (Romantic Robot) £34.95

This printing out of screens on proper printers is a trick favoured by the **Multiprint** interface, a dedicated printer box for all Spectrums to Epson compatible printers. As well as supporting all the usual Speccy syntax of LPRINT, LLIST, COPY etc, it also does a nifty line in various sized dumps, straight to printer. But more importantly, it is the only



SOFT OPTIONS

Music Machine Sound Sample Editor (Quasar Software) £9.99 cassette

Although this isn't a legitimate Ram Electronics product, it does work marvellously well with the samples from this excellent sound sampling sequencer. Using key letters (the same as the Music Machine's little menus) to activate various buttons on the screen, you can change the pitch of a sample, alter the volume and actually edit individual points in the waveform. You can also equalise the sound, shifting certain harmonics to make the sound easier on the ear. Brill for the closet Jean-Michel Jarre.

The Last Word (Computer Cupboard) £14.95 cassette

Word processing isn't an application you immediately think of in connection with Spectrum computers. But with the advent of *The Last Word*, all that changed. A

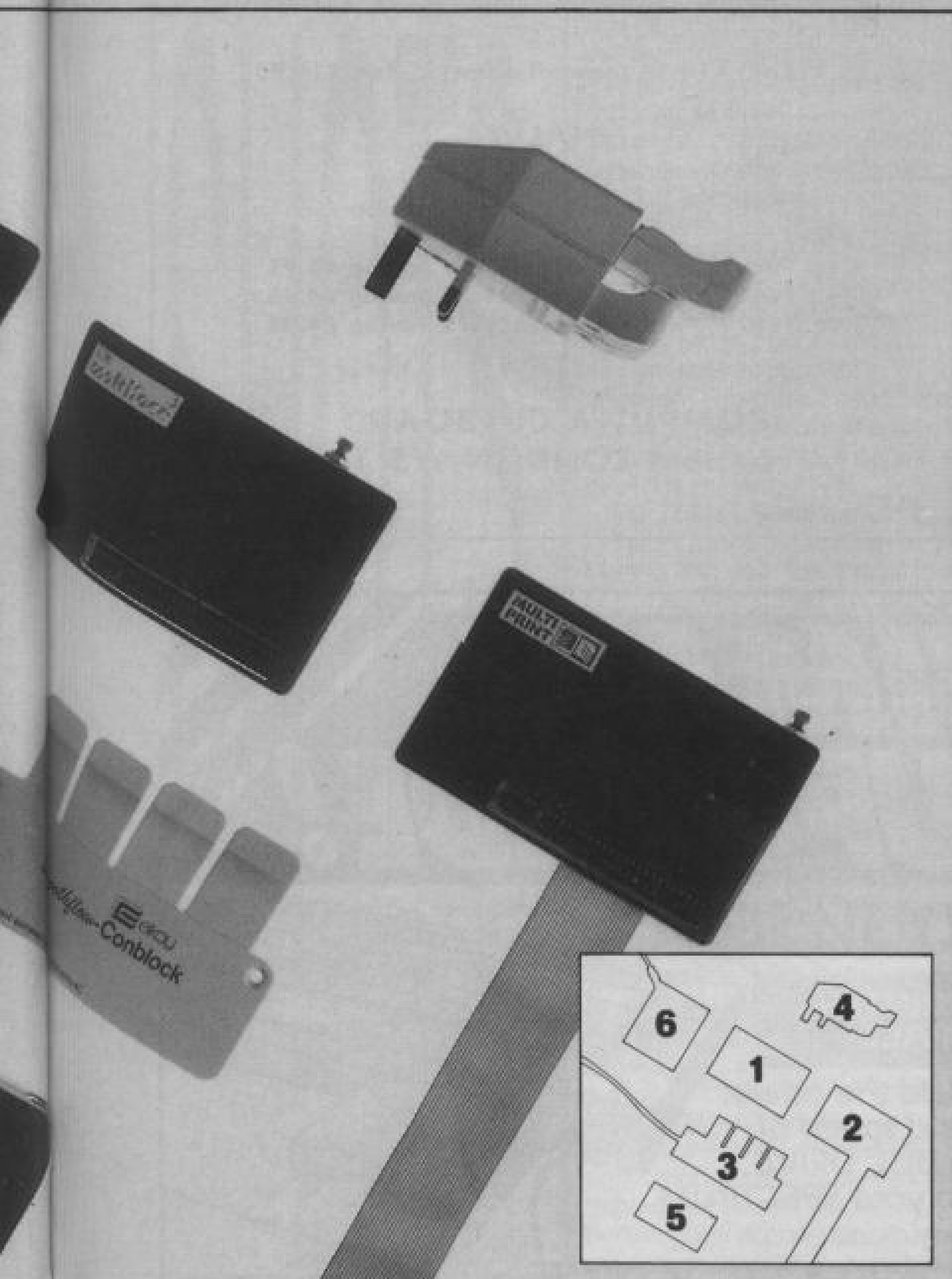
HARD!

You wanna know what's hardest in hardware? Once again *YS* whips out the magic screwdriver in our first hardware round up of '88.

interface that allows you to reconfigure it while the computer is still running. That's to say you can print out a listing at one measure which turns out to be too wide, press the red button, change the width, line feeds, margins etc and return to print it out properly without having to reset the computer.

3. Smoothflow Multiplug (Cambrian Distributors) £23.99

Speaking of resetting the computer, has a spike in your mains supply ever found you just topping the highest known score on *Outrun* and looking like you're going to finish, when suddenly...PHUT! The lights in your room flicker for a moment and your Speccy resets? Could you do without this? Of course you could, which is why you need a snappy new **Smoothflow Multiplug**. This gizmo, made in the UK by Conblock, screws to your skirting board and accepts four wacky little micro-sized versions of the conventional 3 pin plug. So four into one *will* go! Now, not only will you be safe from surges and spikes (fnar fnar), but you can also plug your TV, tape machine, Speccy and modem, or indeed any four machines, into just one socket! Incidentally, if spikes don't really bother you, you can just take advantage of the mini plugs by getting a regular **Multiplug**.



4. Multiplug (Cambrian Distributors) £10.99

Yes, for just over a tenner you can get a four-way **Multiplug** like this one, which, like it's big brother, uses those dinky little plugs, but also is manufactured to British Standard 5733, so it won't go phut in your face. The same spec as the Smoothflow, but with no buffering for spike protection, so don't blame us if your computer crashes when the mad scientist next door plugs in his generator.

5. 3-2-1 Aerial Plug (Cambrian Distributors) £4.99

Doesn't it give you a pain in the neck switching around the aerial plug on the back of your telly with the RF lead on your Speccy. It does? And what about when you plug in your Nintendo to play *Super Mario Bros*? Well, it really started getting to us, so we got ourselves a **3-2-1 Aerial Switch** to solve the problem. This little box is a three-into-one coaxial switch, which means it can either drive three switchable receivers from one aerial plug (a coaxial plug!) or can send three switchable RF signals to one telly. This means that using this box you can not only have your Speccy, game console and video going into the same telly and push the switch for which one you want, but also (if you had enough aerial cable) have a telly in three rooms and switch the aerial signal to each one depending on where you are! Not a bad little gadget, really, with low interchannel interference.

6. Trojan Light Pen (Computer Cupboard) £19.95

And finally, if you want to do professional Computer Aided Design on your Speccy, why not buy a **Trojan Light Pen**? When you buy the Cadmaster graphics system, you get this pen shaped device, which allows you to draw straight onto the screen. This can be very handy if you are quite good at drawing with a pen, but not so hot with a mouse or joystick. With this package you can do freehand drawing, boxes, circles, lines, triangles and rays. You can choose line thicknesses, quills, brushes and text styles, copy, paste, fill with patterns, wash, colour and dump to printers to your heart's content. The program is now compatible with all flavours of Spectrum, from Issue One wubber keyboards, to the new +3 (for £23.95), and is also compatible with microdrives and other media that use that format. It's remarkably accurate, and doesn't suffer from the wristache and slap/ rattle sound effects you usually get from using Spectrum mice. The biggest recommendation of the product is that it's British and so all technical backup is available from a telephone number printed on the pen itself.

In summing up, it's nice to see so many good British products in this hardware lineup. There's not many computers you could say that of, and fewer that could match the quality and design of the peripherals represented here.

Contact

Cambrian Distributors, Mochdre, Newtown, Powys SY16 4LF
Computer Cupboard, 53 Brunswick Road, Ealing, London W5 1AQ.
Quasar Software, 83 Clerkenwell Road, London EC1
Romantic Robot, 15 Hayland Close, London NW9 0LH.
Seven Stars, 34 Squirrel Rise, Marlow, Bucks SL7 3PN.
Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN.

sophisticated full featured word processor which, due to the +2 and +3's new keyboard, makes any kind of writing a piece of cake. There's an 80 column screen, up to 148 characters line length, mail merge for those important mailshots, a calculator for you to do Apple Macintosh impressions on, and over 60 commands for you to input and edit the text to your taste. The code for loading and saving is even user alterable allowing you to customise it to your own system. Also available on +3 disk (£19.95)

Tasword Plus Three (Tasman Software) £19.95 disk

There can't be a Spectrum user who hasn't heard of *Tasword*. It has been the standard text editor on the Speccy for more years than this magazine can recall. And now, keeping up with the times as ever, Tasman has produced an extended +3 disk version of the popular word engine. The thing which makes *Tasword* such a belt to use it it's little on-line help pages, which means you can call them up while editing a document, just by pressing a couple of keys. Like *The Last Word* it's user alterable to your taste, and like it says in the blurb "now you can write a manual without having to read one." Who wrote that?

Qualitas Plus (Seven Stars) £10.95

The worst thing about writing on a Speccy has always been the quality of print you get from a normal Epson type printer. Either you use the quick draft mode (Ooooo) or you have to settle for one typestyle in the NLQ mode. But now all that has changed. You can beef up your printer's output with *Qualitas*. Originally planned as an NLQ printout program for *Tasword* files, *Qualitas* has now had a Plus added, not to mention compatibility with *Tasword Two, Three, The Writer* and *The Last Word*. Now you can print out in the five fonts supplied with the basic *Qualitas Plus* pack, or you can lay out another £5.95 with the add-on Display Pack and have another 10 decorative fonts to play with. Y'see? Quality doesn't have to be expensive.

SCREEN SHOTS

PART TWO

YS Seal Of Approval
All games reviewed in Screenshots are finished products.

CALIFORNIA GAMES

Epyx/£8.99

Duncan Crikey, it's the game that Commodore owners (yeuch!) have been crowing about recently — *California Games*, a joystick waggling multiple-event affair. Last time I played a 'waggler' my joystick shaft suddenly went all wibbly and came off in my hand, but as the *California Games* menu screen finally popped into life can you guess what was missing? . . . a joystick option! Anyway, onto the six multiple-loading events, which can be played in any order you desire:

HALF-PIPE SKATEBOARDING: You have to ride your skateboard up and down the walls of a U-shaped ramp, performing as many stunts as you can in 75 seconds. There are three stunts; ariel-turn, hand-plant and kick turn, and believe me, they are HARD to master.

FOOTBAG: Keep a bean-bag in the air for 75 seconds by kicking with your left or right foot, or by heading it. Perform stunts (eg 180 degree turns) while the bag is in the air to get your points. Bit tricky this one, as the bean bag is about the same size as a pixel!

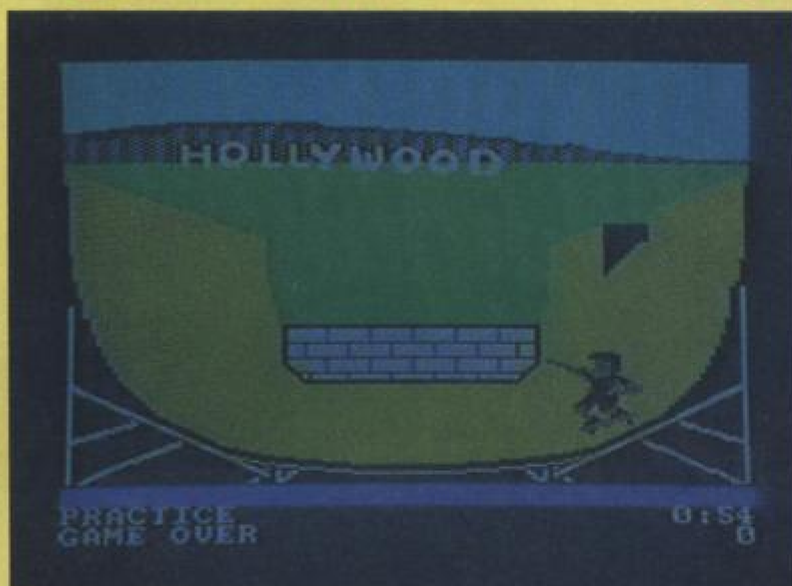
SURFING: This one's totally simple, but strangely enough I found it the most satisfying of the lot to play. Just turn your surfer left or right to keep him upright on the wave. Points are gained by flying off the crest of the wave and then successfully rejoining it (ie by not 'wiping out' or to coin a far hipper phrase, 'crashing into the water').

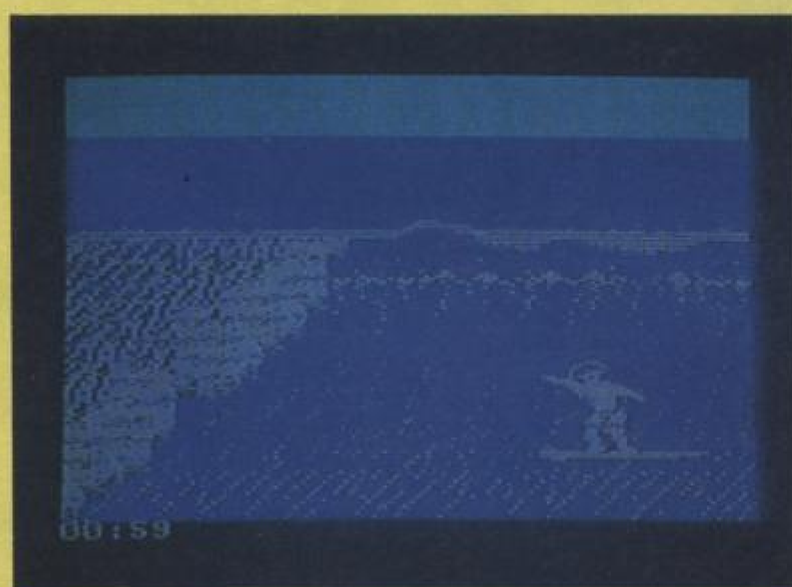
ROLLER SKATING: Pump the keys to gain speed and negotiate the hazards on the right to left scrolling sidewalk (or 'pavement' as one would say here in good old blighty). Points are scored for 360 degree spins.

BMX BIKE RACING: Again, a right to left scroller, but with bumps, humps and jumps. Points are scored for performing a variety of stunts while airborne, but be careful how you land, or you'll 'chew sand' (erm, that means crash, I think). And finally . . .

FLYING DISK: Pump the keys to throw the frisbee with the correct power and angle. Once it's been launched the control switches to the catcher. Score points for, well, for catching it basically. Similar to the javelin event in *Daley Thompson's Decathalon* although, luckily, you didn't have to CATCH that!!

Righto, summing up time. Well, the graphics are certainly big and chunky with reasonable animation and use of colour, but alas, the sound is kerrapp!!! (A couple of 'ping' noises, but that's it). The "challenge quotient" is average for a game of this genre, but is enhanced if competing against chums ('cos up to four bods can play, you see). All in all not a bad bundle of games, but I for one was expecting better. Dare I say it? . . . Yes I do: I think *California Games* (the Speccy conversion) was a little bit of a 'rush job'. Crikey!





YS CLAPOMETER

Not too frenetic keyboard waggler with six quite playable West-Coast flavoured events. Up to four can compete.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

PSYCHO SOLDIER

Imagine/£7.95

Jonathan It's good to see there are still a few decent people left in the world, even if they do have daft names like 'Athena'. Having returned from her first quest, she's off to save humanity again. This time we've all been enslaved by a race of evil demons, and she's coming to bust us out!

While the demon-infested world scrolls smoothly across the screen (yup, it's one of those!), you've got to dash to the end of each level and blow up the building you'll find there.

Naturally the demons don't take too kindly to all this, and they'll do their best to stop you. Sadly for them, all they seem to be capable of is wandering backwards and forwards hoping to bump into you, so they're fairly easy to pick off with your standard issue laser weapon.

As you've probably guessed by now, there's more to this than just shooting things. That's right, you can collect things too! Bombs come in quite handy. For some reason, once picked up they'll orbit around Athena like flies around a copy of *Sinclair User*, but then whizz off and blow things up when fired.



Graphically *Psycho Soldier* presents no problems. Everything is disgustingly slick 'n' smooth, with the sprites almost oozing around the screen. It's all monochrome, of course, as these days most programmers seem to have forgotten the Speccy works in colour too. So what's wrong with the odd attribute problem here and there?

I'd have liked a bit more sound too. All you get, in fact, is the odd PHLOORP noise when your gun goes off — not the sort of thing to keep you bopping through the night.

What you want to know, though, is how it plays. Happily *Psycho Soldier*'s simple design pays off and other than the odd unfortunate moment (like the time I appeared in a wall and couldn't get out!) it's fun all the way. Nothing amazingly original, but a well-tried formula that'll keep the punters happy.

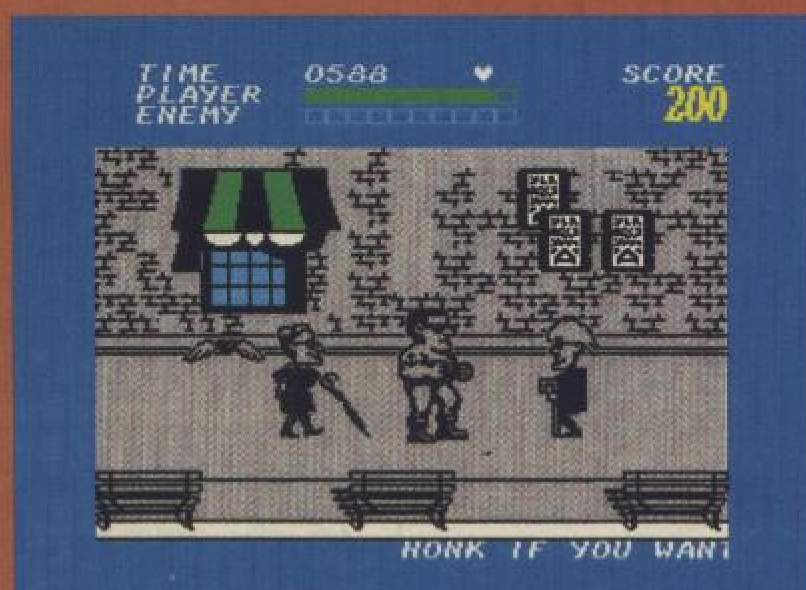
YS CLAPOMETER

Yet another scrolling shooting job, but so what? It's fun fun fun! (Have you got the scrolls...?)

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

STREET HASSLE



Melbourne House/£7.95

Tony He used to be an ornery peace-lovin' sort of fella 'til the grannies came to town.

Vicious bands of umbrella-wielding OAPs roamed the city streets, bringing fear and violence to once quiet suburbs. But it wasn't just the grannies who made our hero tremble in his undies. Gangs of grey-haired old men armed with pointed sticks and bowls mats had also embarked on a reign of terror.

In fact the streets were alive with the sound of fighting, and only one man could save the day (not to mention the week, month and year). So equipped with his trusty golden battle shorts, and very little else, our hero takes up the challenge.

Street Hassle is another beat 'em up, but it's one with a difference — it's a big laff and no mistake. The assorted chunky characters who come to pulverise you into dust — worra weird lot they are! My fave is the chap who uses his extra-large tum as a (very effective) weapon. And there are banana-chucking gorillas, mad dogs and a phantom bomber with mystery effect bombs.

The game's only major letdown is the limited number of aggressive moves our hero can make, although to be fair, there are hidden moves on later levels. But apart from that I enjoyed it a lot. Okay, so for a full-price effort it may be a little on the thin side, but it's novel and fun to play, and you can't say that about many games today.

YS CLAPOMETER

Beat 'em up with a lorra lorra laffs. Great animation of excellent characters (if norra lot else).

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

YOUR SINCLAIR MEGAGAME

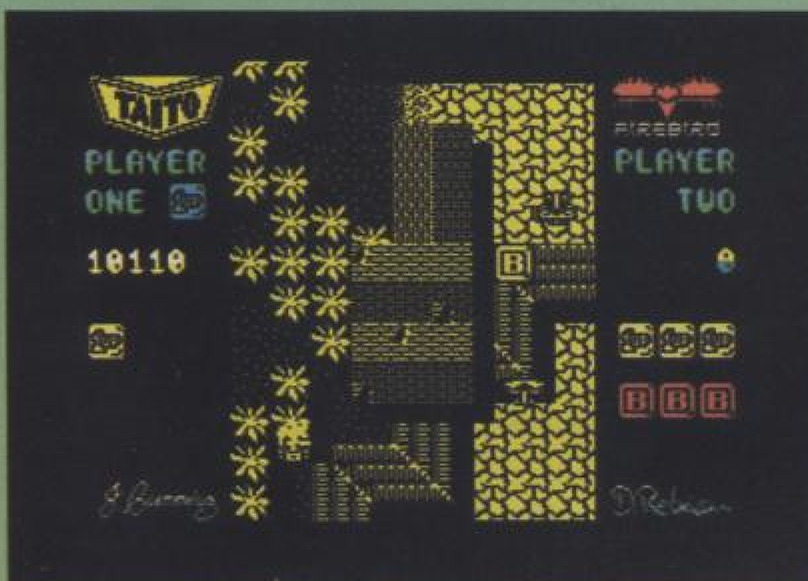
FLYING SHARK

Firebird/£7.95

Mike By jove I enjoyed that. In fact I enjoyed it so much my joystick's all hot and sticky. I'll have to let it cool down before I dare go back and do it again. Do what? Why, play *Flying Shark* of course — what did you think I was talking about?

I'll gather my wits while I write this review. One... two... three. Right, that's my wits gathered in, now on with the comments. *Flying Shark* is Firebird's coin-op conversion of Taito's arcade favourite, which I haven't seen 'cos I stay here writing reviews while everyone else goes down the arcades to check out what's happening. Trouble is, they never come back, and with games like this around I can see why.

It's a vertical scrolling shoot-'em-up in the style of earlier raves of mine like *Slap Fight* and *Moon Strike* where the action's non-stop. You're a lone fighter pilot and you have to blast your way through five levels of enemy forces, with a quick breather when you touch down on the runways in-between levels. That's if you make it that far, of course. The first level is mainly over jungle, with tanks and gun emplacements on the ground, and planes buzzing round in the air like manic mozzies. Your fire-power's pretty hot, however, and I do like these games where you can belt your way to a decent score right from the off rather than being wiped out in the first ten seconds. Or maybe it's just the way I jiggle my joystick.



At the end of the first level there's a massive tank which took me about a dozen games and a lot of joystick-jiggling to get past. I was then confronted with action over the oceans where the planes and gun-boats and battle ships soon converted my Flying Shark into the sea-bound variety.

On your side, you've got three lives, with each life having three smart bombs. These wipe out all the enemy on the screen when used, as smart bombs should. There are bonus bombs to be earned in the shape of letter B's that you might sometimes find under a wiped-out tank or elsewhere, and you can also increase your fire-power by flying into one of the circling S's that appear occasionally. The first of these gives you a double-barrel blast, then a triple-blast, and so on . . . though I've never picked up more than two before being deaded. If you manage to wipe out all the enemy on the screen while your '1-Up' symbol flashes, you can also gain bonus points, and you've got to make it to 50,000 before you get your first extra plane.

The graphics are great, very smooth, and it's almost worth crashing into an enemy plane just to see the way you both twirl down to the ground. Well, it's worth doing once. Programming's by Dominic Robinson, and the music by Steve Turner is so terrifically-fabby-groovy-cool it seems a shame to start the game sometimes. You can use joysticks in profusion or the redefinable keyboard in one or two-player mode. A neat little touch is the way the high-score table remembers your initials so you don't have to retype them each and every time. And that's the end of the news. This is Mike Gerrard, *Your Sinclair,* with a sticky joystick.

YS CLAPOMETER

Flying Shark has to be one of the most addictive shoot 'em ups ever. It certainly made my joystick sticky!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

OUT OF THIS WORLD

Reaktor/£8.99

Nat Like heavy man! "A psychedelic experience" proclaims the inlay — not bad for a monochromatic game!

Unfortunately *Out Of This World* doesn't leave you with feelings of peace, happiness and love for mankind 'cos *Out Of This World* is in fact, a pretty grotty shoot 'em up of the scrolling variety, (what isn't these days?) where you can collect bouncing blobs and upgrade your weapon systems. Sounds good so far, eh? Actually, the scrolling is jerky and flickery and the aliens are just tiny circles or indistinct shapes. Hmm . . . and there's worse to come. When your ship flies over some of the background graphics, it gets lost among the shading and detail and all but disappears. This is terribly frustrating, but it's even more infuriating when you are killed by aliens who materialise on top of you.



These are classic flaws as far as games design is concerned, and I'm amazed that games still act like this. It's a pity, 'cos from the inlay, you'd have thought that this was a pretty good *Nemesis* clone. As it is, *Out Of This World* is unaddictive and unplayable.

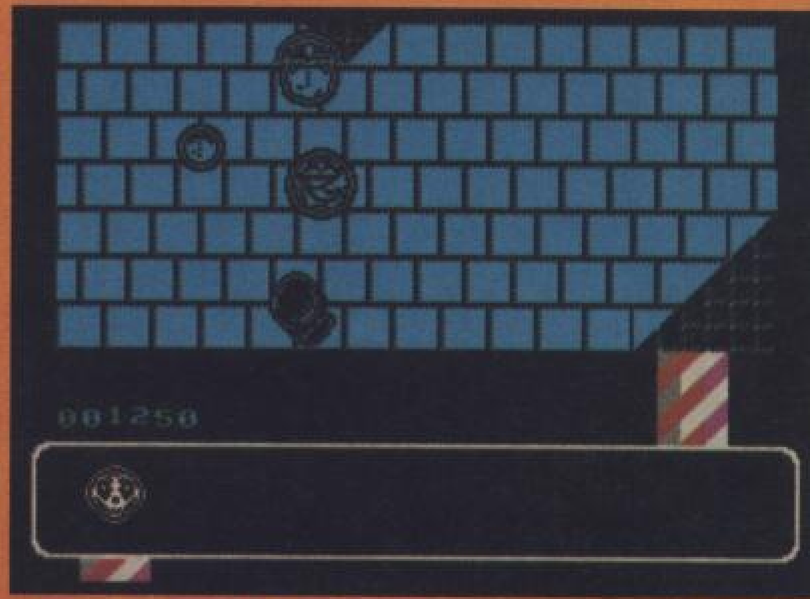
YS CLAPOMETER

An unplayable game that tried to be like Zynaps and the like, but failed miserably.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

MAD BALLS



Ocean/£7.95

Tony How about this for weird! A game license based on a totally nutty range of kids toys. *Madballs* are horrible squidgy little lumps of plastic that can be bounced around, or filled with liquid, each one having a different face and character (any resemblance to this reviewer is totally coincidental).

After a couple of games I discovered why the title *Madballs* was chosen — the gameplay is so frustrating that it leaves you in a fuming, angry, hair-pulling state yelling "SPHERICAL OBJECTS" at the top of your voice! Not that *Madballs* is a poor game — far from it. After sticking at it for hours on end I began to get somewhere and finally sussed out enough details to jot down this review.

The ultimate aim is to become the top ball, and this is done by bouncing other Madballs into a goal. There are eight balls to collect. Each has a different character and power/energy levels. Once captured, a Madball can be swopped for the one you are controlling, by leaping over an empty dustbin (don't ask me why! I'm only playing the game).

Madball land is made up of several oddly shaped platforms with scenery that can either help or hinder you. Things like ramps or pyramids either slide the ball into more danger, or give it a nasty pain in the urals. Trampolines and catapults give your balls extra elasticity which can bring a tear to the eye at times. So watch out fellow ball bouncers.

I quickly discovered *Madballs* was another version of an old Mastertronic game *Motos*, but with knobs on. Simply (simply — that's a laugh!) knock the other inhabitants of Madball world off the beaten track and proceed to the next level. Easier said than done. Controlling your balls (oo-er) is very, very hard, especially when the bureaucrat balls lay into you. But I feel this works in the game's favour. You just *have* to find out what's around that next corner, so you'll press the 'new game' button without thinking.

I enjoyed *Madballs*, even though I smashed three joysticks in the process. Maybe the graphics look a little washed out, but when you get into the game that is hardly noticeable. The scrolling gets nine out of ten, the sound, a feeble three. The only major drawback I found, was not being able to squash the chickens that made the Commodore version even better to play! It's weird, it's freaky, it's the most frustratingly addictive game I've played all month. Nuff said!

YS CLAPOMETER

A completely wicked conversion of a completely weird kiddies toy. Good frustrating fun for games playing masochists.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 8

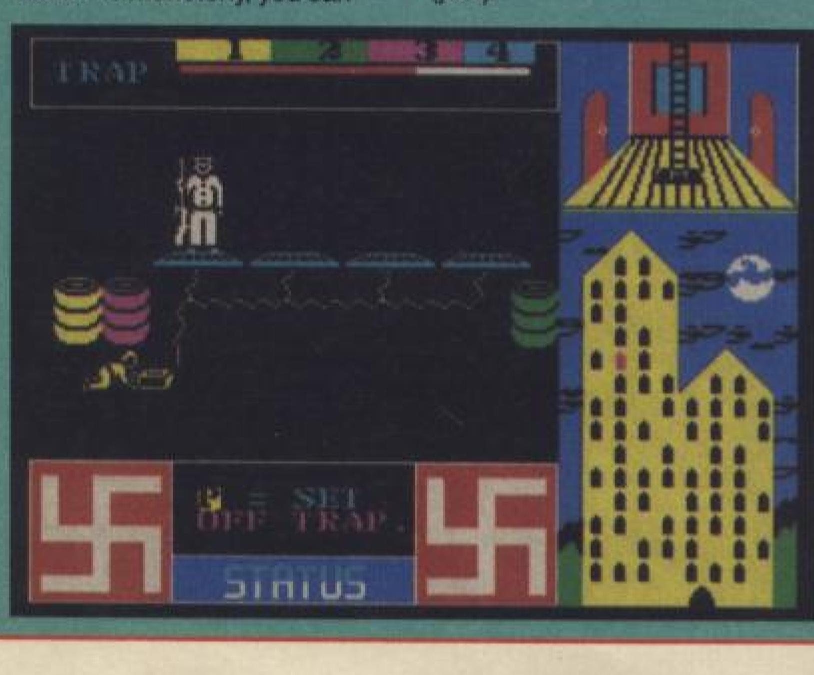
THE COLDITZ STORY

Atlantis/£1.99

David Rubbish! Cheat! Swizz! Sorry, I'm not referring to the game, just my fourteenth successive failure to get past the guards. Not that this is the the most enthralling game I've played recently, nor are the guards particularly difficult to get past.

The Colditz Story is a sort of arcade/adventure game where your task is (wait for it, wait for it), to *escape* from Colditz castle. You are presented with three windows, the first showing the available exits, the second what room you are in and the third showing commands, your inventory and also doubling as the action screen.

Pity about the action though. Certain rooms contain guards who must be crawled past (hard on the knees), shot (where did the gun come from?), dropped through trap doors (these inmates are certainly resourceful), or engaged in conversation (absolutely fab if you can sprechen sie Deutsch), and so on. Occasionally, to break the monotony, you can pick up objects in the vain hope you'll be able to work out what they're for, and some of the puzzles are difficult enough to keep the ol' grey matter awake (just).



But though *The Colditz Story* may be a little dull at times, it can be fun in an odd sort of way, and when you've died yet again, out goes the finger for "just one more game".

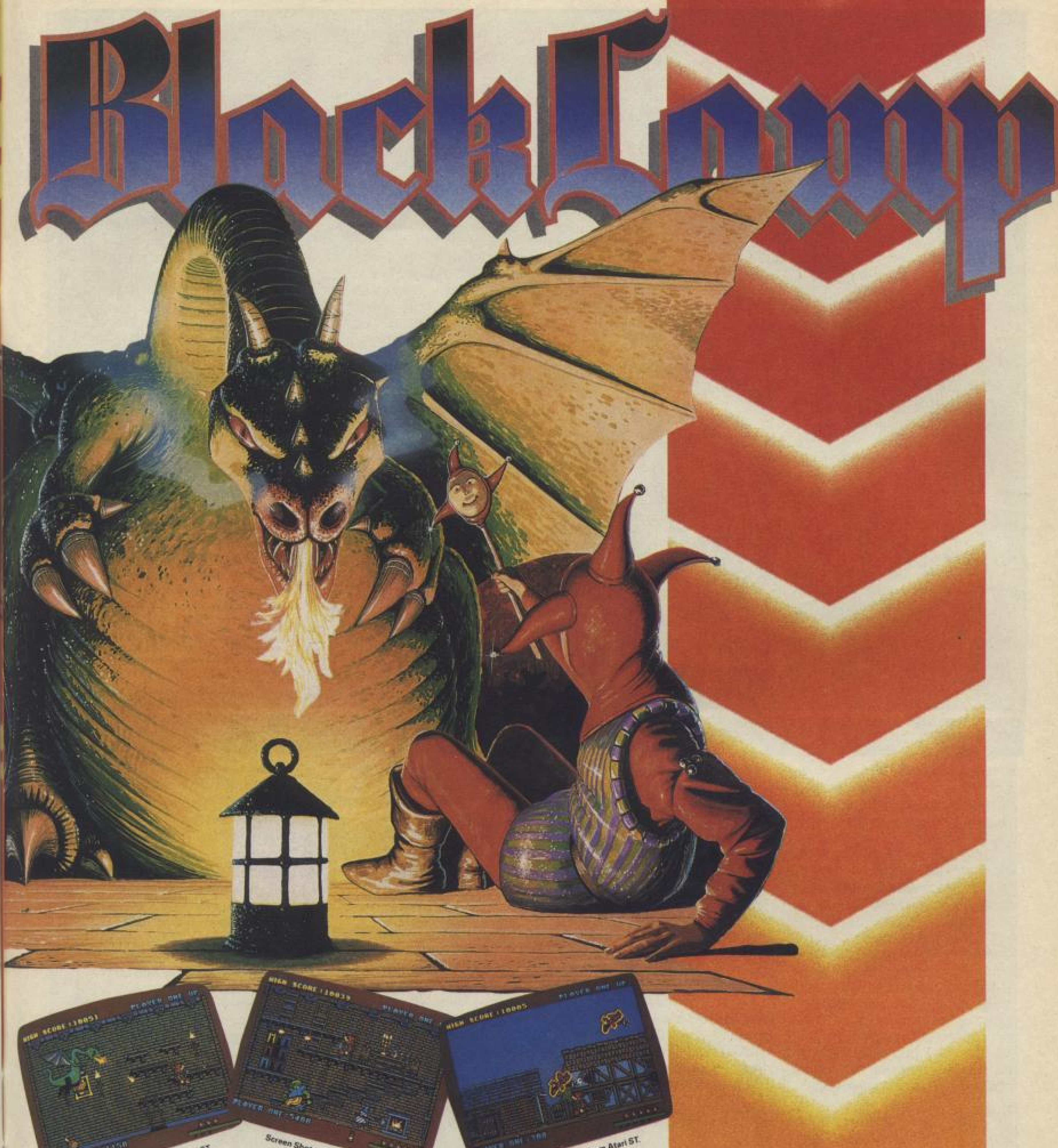
Fairly good graphics, a modicum of humour and semi-tough maze of puzzles make this game reasonably worth two quid. Just don't blame the escape committee if you're caught and shot!

YS CLAPOMETER

Not the most gripping arcade/adventure in the known universe but you may still find it hard to escape!

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■□□□□
ADDICTIVENESS	■■■■■■■□□□

TOTAL 6



Screen Shot taken from Atari ST.

Screen Shot taken from Atari ST.

Screen Shot taken from Atari ST.

Are you prepared for the adventure of a lifetime?

Dare you switch on "The Black Lamp" and begin your journey through the enchanted land of Allegoria?

You'll need plenty of courage and cunning, to fight your way through an evil host of superbly animated characters and animals.

Skull dropping buzzards, evil eagles and spitting witches do their utmost to stop you in your quest to find the enchanted lamps, and ultimately The Black Lamp, guarded by the wicked dragon.

Succeed and your reward is the hand of the beautiful Princess. Fail, and the price you pay is life itself.

Out now on Spectrum Cassette £7.95, Amstrad Cassette £8.95, Disc £14.95, C64 Cassette £8.95, Disc £12.95, and Atari ST Disc £19.95.

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecom Soft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

RAMPAGE

Activision/£8.99

Rachael Watch out. I'm back! Kink Kong's on the rampage! Brave men shudder, women scream, children puke babyfood and gurgle. Yes, it's arcade licensing time again!

If this had been a movie they'd have advertised it with the lines: 'Too big for one screen! See the giant ape smash high-security banks into oblivion! Thrill as the giant lizard gobbles innocent bystanders! Go oo-er as a 30 foot werewolf stomps everything in sight!'

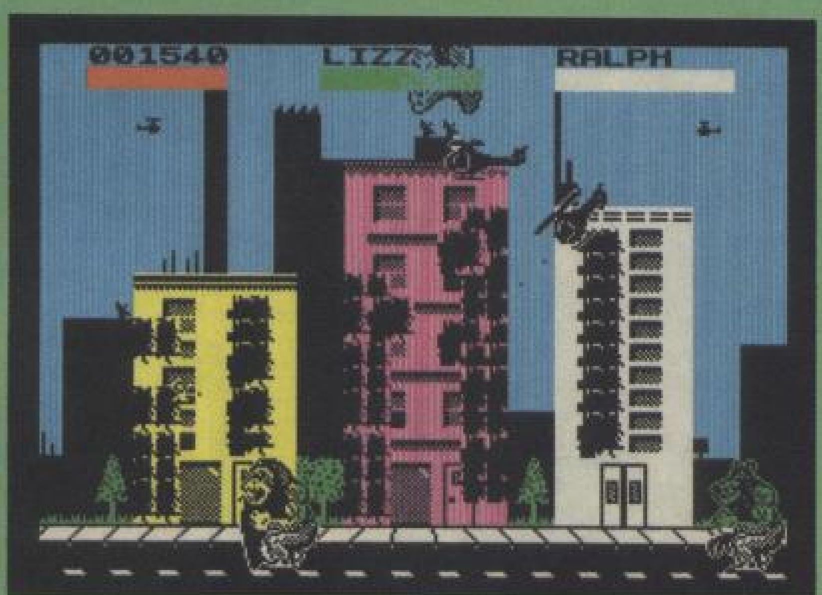
Promising stuff for a game of mass destruction which makes every other massacre look tame. Tiny helicopters swoop around your head. Tanks take pot shots at you (tanks for the pot shots, guys). Even the inhabitants of the skyscrapers lob dynamite. But it hardly bothers you because... you are invincible (almost)!

The idea's simple — which is good because so are the three monsters. You stroll into town, and smash up the modern architecture like a 30 foot Prince Charles. Grab any goodies revealed to renew your strength, avoiding the rather obvious no-no's, such as bottles of poison, then jump off the building before it cracks up and collapses.

One to three players can take part, with your Spectrum controlling any unattended characters. If your fellow rampagers get in your way you can move them on with a swift fist. Once you've bashed a whole block you progress to the next screen. But don't fall off too many roofs or you'll turn back into a minute mortal, shivering in your birthday suit.

All great fun for a while but being a monster can become a drag. Godzilla arrives home after a hard day in Tokyo. Mrs G has his slippers ready. "Hard day, dear?" "Graargh! I don't care if I never see another skyscraper again!" Yes, there's too little challenge to guarantee job satisfaction.

So unless you intend to play it three-handed, when the fun factor increases a little (but you'll need joysticks), or you're a monster fan of the original, you might just give this a miss for something with more lasting value!



YS CLAPOMETER

Smash everything in sight but don't expect too much of a smash from the thankless task of clearing the inner cities!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

Gremlin Graphics/£7.99

Tony *Tour De Force* is a micro version of that world famous Grand Prix Cycling event from the land of garlic, frogs legs and striped T-shirts. Well it would be, except for the violence and the fact that each race takes place in far off countries such as Japan and Israel.

What was that about violence? Well we can't have a computer game without its fair share of blood and guts can we? In this cycling epic your biker can kick the living daylights out of the opposition and get points for it! You can even nudge fellow bikers into ramps or other deadly obstacles along the way.

That's not the aim of the game though. The idea is to beat 10 other players along a strip of booby trapped road and be the first to cross the winning line. This earns you a place in the next race. Anything less than first and you have to try again.

The playing area is jam packed with hazards. Bombs explode in your path, and people try to cross in front of you when you least expect it! There is even a young lady sprite that hitches up her skirt to divert your gaze for a second or two. It's tough out there.

All that pedalling can make you hot under the collar, so pick up the ice cream, wine or cans of Coke to stop your fella over-heating. Not too much wine though or the controls can get kinda tricky!

Tour de Force is a multi-load game, but in the nicest possible way. There is none of that 'rewind tape to start' nonsense here. If a level is not completed the game allows you to try again and again (and again). It saves a lot of time and trouble.

The jerky scrolling distracts from the play quite a bit and I found my biker often became lost in a tangle of similar sprites, but that aside, *Tour de Force* is a polished and addictive little game. I liked it, but then again I like lots of things I shouldn't.

It will not keep ardent arcade fans occupied for long. I completed it in under two hours — and I'm lousy at this type of game. Try before ye buy.

YS CLAPOMETER

Pedal powered arcade game that's a cross between* Milk Race *and* Mean Streak *— and better than both.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

TOUR DE FORCE



YOUR SINCLAIR MEGAGAME

DAN DARE II

Virgin/£9.95

Tony *Dan Dare*'s back, and what a completely skillo follow-up to the original. Just a couple of games was enough to convince me that *Dan Dare II* is the first megagame of 1988. If it doesn't top the charts in the next few months I'll eat my pet hamster (lightly fried, with chips and peas)!

Dan's mission is no easier than his first outing on the Spectrum. The evil and thoroughly green Mekon is still up to his diabolical tricks. His plan this time is to invade the Earth with an army of mighty Supertreens — a new race of green tinted super beings genetically engineered by the Mekon himself.

These creatures have been placed in protective life support capsules aboard a vast and powerful space ship. This ship is fast approaching the Earth and it is Dan's unenviable task to put his foot down with a firm hand, and show the green ones, once and for all, who's the boss.

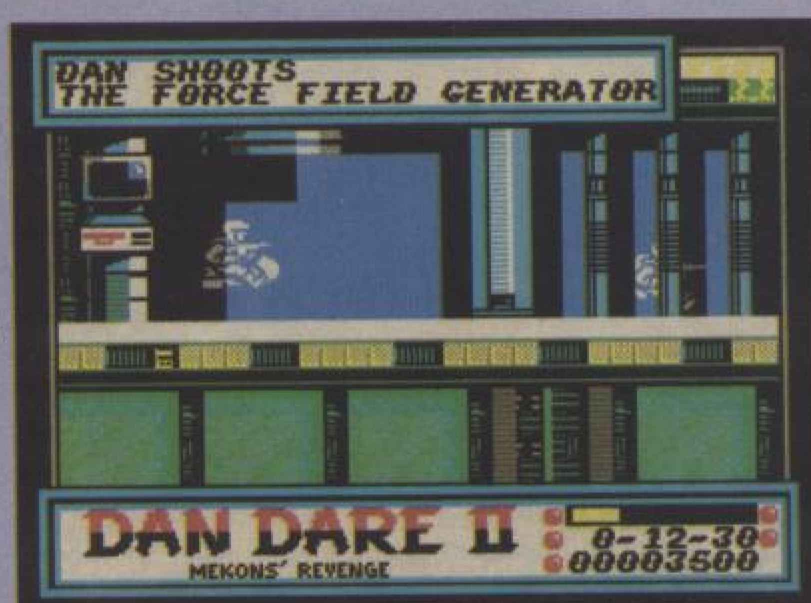
The Mekon's ship is made up of four separate sections, each containing a certain number of Supertreens. Dan must search out and destroy all of the life support cells in each section before gaining access to the next. The Mekon has filled the space ship with traps, force fields, and all manner of bits and bobs designed to slow down any potential attacker (oh, and there is a time limit to beat once the first Supertreen has had its comfy nest blown to smithereens). The Mekon has also installed a generous helping of normal Treens, but to combat this threat Dan can call upon his own troops, scattered about the space craft.

As in the original, Dan can find objects to help him in his task. Extra firepower and energy are the most useful. Getting around the maze of tunnels could prove a bit expensive in terms of time, so in *Dan Dare II* our hero is fitted with a cool jet bike. The trouble with this is trying to handle the 'realistic' bike movements! Precious seconds can be lost while you frantically try to squeeze into a new corridor, or pass over strong magnetic currents. Of course this is part of the game. It makes it frustrating and extremely addictive at the same time.

The graphics have to be seen to be believed. They are simply amongst some of the best I have ever seen on the ol' pregnant calculator. In my opinion they knock spots off the original *Dan Dare* game, and that was terrific! The game is choc-a-block full of brilliant little programming touches, such as the Supertreens thumbsucking animation, flickering backgrounds and computer panels, and refuse crunchers. Each a joy to sit and watch (if you have time!). Pop-up captions inform you how you're doing, and a frightening explosion ends the game if your progress has been exceptionally bad.



Desperate Dan Dare has to outwit a tailing Treen while trying to blam the Supertreen baby bubbles on the left and right. As soon as the first bubble is burst Dan has a meagre 12 hours to accomplish his mission, or it's goodbye civilisation as we know it!



Well on his way to defeating the Mekon now, our hero has just wasted the force shield generator system and opened up the rest of the Treen ship to exploration. Remember not to shoot your own troops or get caught in the deadly crossfire.

If you are totally bored with playing the good guy all the time, there's an absolutely spiffing option that lets you play the Mekon himself. But beware — this makes the game so hard that it is best left to experienced (or heroic) players.

Everything from the loading screen to the end sequence has been lovingly crafted by the programming team, and it feels as though the game has had a pretty thorough play-testing. Action is non-stop and sweat-inducing, and about as playable and addictive as anyone could wish for. Could this be the perfect Spectrum computer game? If not, I bet you could count better games on the finger of one hand!

I loved *Dan Dare*, and I simply adore *Dan Dare II*. I might as well go out and buy 100 gallons of midnight oil, because there is no way I am going to put this game down until I have beaten that dastardly Mekon once and for all! See you in about two years (if I'm lucky!).

YS CLAPOMETER

Skillo follow up to the original classic. Flip screen arcade adventure at its very, very best. Destined to become a major hit.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9

ENLIGHTENMENT DRUID II



Firebird/£7.95

David Admit it: how often have sequels failed to match the originals? That's right — far too many. I missed the first *Druid*, but this particular "Part 2" is such fun that if the prequel is better, I shall buy it yesterday. (*Eh? Ed*)

Enlightenment wasn't inspired by a book, a film or a 50-part *Readers Digest* serialisation. No, it was inspired by *Gauntlet* instead. Our hero is a druid. (Wot, did you gather that from the title by any chance? Well be patient, will ya?) Acamantor has returned after 103 years (so that's when *Druid* was released) and Hasrinaxx the Druid must seek him out once again in his tower. Dotted within the lands of Belorn are spells — 32 of the blighters — which Hasrinaxx must cast to aid his battle against the living dead and the evil elementals.

Hazza — that's to say, you — can carry only eight spells at one time so you must choose which you need wisely. If you've reached your limit, you can always come back later (assuming you survive) or forfeit one, which makes for tough decisions as they're all useful, and once gorn, they're gorn forever. But use the little grey cells — cast a Waterwall against watery adversaries and they'll love you to death for it!

Only one of the four elementals may be used as your servant at any one time — you can either boss them about with the three commands Wait, Follow or Send, or you can control them properly with the joystick (if you're willing, or course, to leave Hasrinaxx a sitting target). A useful trick if you're low on energy and with-out a banquet spell is to block yourself into a corner with your elemental (oo-er) and just wait.

Although hard to tell from the booklet, it would appear that if you cast the White Orb spell against Acamantor in the tower, you win the game. The word used is "properly" — I'll leave you to find out exactly what this means.

Colour could have been better used in the monochromatic scenes since characters often get lost in the shadows. Nevertheless, *Enlightenment* is a wizard wheeze (sorry) (*Yes, so are we. You're fired. Ed*) that should keep you going well into winter and beyond.

YS CLAPOMETER

Truly magical* Gauntlet *variant, demonic in its difficulty — you'll return for another spell again and again.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

JET BIKE SIMULATOR

Code Masters/£4.99

Tony Yet another Simulator from budget king Code Masters, but this time packaged in a novel and rather more expensive way. *Jet Bike Sim* is the first of the new 'Plus' series, offering two versions for the same game on two cassettes, together with extra course backgrounds.

Jet bikes are those trendy mini-motor boat thingies that look like motor boats without wheels — the sort of thing that James Bond can construct out of his cigarette case and yuppies are buying in droves (darling warling!). In *JBS* you have the chance to drive one of these around a water course and try to beat a set time limit, as well as outspeeding three other competitors. Trouble is, everything looks so small and tacky! The bikes are just UDGs and the backgrounds feel very messy.



On top of that, some dodgy controls make the game extremely frustrating to play. Later levels get very tricky indeed and you'll find you have to be skillo.

It's not bad, but *JBS* fails to capture the style and playability of *BMX Simulator*. The extra course makes it rather better value, but then of course it does cost two and a half times as much!

Jet Bike Simulator is more fun with a friend, but then again isn't everything? A definite try-before-you-buy.

YS CLAPOMETER

A new concept in budget game packaging from Code Masters. (Pity the game's not up to much, though!)

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5



Sure beats a couple of plastic cups and a bit of string.

CAPTAIN AMERICA in: The Doom Tube Of Dr Megalomann

Three pairs of fabby walkie talkies and 30 copies of Go!'s *Captain America* must be won in our peasy-to-enter compo.

YS COMPO

It sure ain't easy being a superhero. What with having to expose yourself in telephone boxes, wear your underpants over your strides and spend nearly four hours trying to get out of your one-piece supercozzie every time you go to the bathroom. And if that ain't enough, just when you settle down in front of the TV with a M&S boil-in-the-bag Chien au Gratin the phone rings.

Still, if you're that wholemeal, all-American hero, Captain America, you can cope with anything! Even the President of the USA, who's on the blower with the news that the evil Dr Megalomann is poised to destroy America with a deadly virus contained within a missile hidden deep in his underground bunker – unless he is allowed to take the President's place. But can our butch hero save his great country from disaster in only four hours? Probably not, but you can always step into Captain America's shoes (as long as you're size 20) and try it for yourself in Go!'s Marvel-ous new comic game, *Captain America In The Doom Tube Of Dr Megalomann.*

SUPER HERO PRIZES

And it just so happens that we've got 30 copies of the game to give away to the runners-up in this fabulous Go!/*YS* compo. But if you're the sort of dude who can rip up a tissue in his bare hands, then you're in with a chance to win one of three amazing top prizes of a sonic E-07 two channel CB walkie-talkie kit allowing you to 'keep in touch' without paying 38p a minute. Well British Telecom (out of order)! So here's how to get your mitts on the loot...

ACTION STATIONS

All you've got to do is have a butchers at the two identical comic strips below, and using your super-hero powers, find ten differences between them, circle them with a ballpoint pen and fill in the coupon with your name and address. Send the whole lot, or a photocopy, to I'm So Butch I Wear My Underpants Over My Trousers But Now I Want To Walk Like You, Ooh, Ooh Ooh Compo!, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Rules

- Minions of Dennis Publishing Ltd. and Go! will go up in Holy Smoke if they attempt to enter.
- Get your entries in by 31st March or you're Buck Rogered.
- Kerpow! Splat! Oof! You see what happens when you argue with the Ed.





They don't call me a super-hero for nothing — it costs me ten quid! But now's my chance to prove just how butch I really am 'cos I spotted all ten differences in the picture.

Name ....

Address ....

....

.... Postcode ....



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PROGRAM PITSTOP

Ta daah! Yes, the man with the POKEs, *David McCandless*, is back, back, back to bring you the latest in byte-sized entertainment.

Welcome to *Program Pitstop* with the new improved rather exotic flavour. Much, much more to titillate your tastebuds than Phil Snout ever gave you. Unfortunately, probably because it's my first column, we have no Star Tips this month. All those programmers out there were too busy recovering from the New Year celebrations to send me anything. Anyway, luckily a few megabrained readers sent me in some rather juicy tips of their own. Round of applause pur-lease! First for **Peter Dackombe** who sent in a useful interrupt-driven clock, second for **Philip Lock** who's supplied us with a plethora of ways to print a screen. Not forgetting **Michael Wilcox** and his stretchy screen routine. Gosh!

Next month we'll have some really juicy Star Tips for you, so mail all those super routines I know you've got lurking in the back of your drawers to me, David McCandless at *Program Pitstop*, 14 Rathbone Place, London W1P 1DE. And while you're at it send us a picture of yourself along with your snazzy routine. Any picture will do and that goes for the routine too — just make sure it's not too long. Other than that it can be anything from a bubble sort to a full blown 3D Screen Creator. The sooner the better.



TICK-TOCK CLOCK

Ever lost track of time while slaving over a hot Speccy, typing in unfolding pages of endless hex? Missed a *very* important rendezvous with your girlfriend because you have no idea of the time when you were programming? If so then this program, from ol' **Peter Dackombe**, is for you. Type it in, RUN it, and an interrupt driven clock will appear in the top right-hand corner of the screen that'll give you the current time to the nearest second. Gosh! And what's more you can still type in hex, basic or whatever with the clock running at the same time!

Please Interrupt

Interrupts are specialised instructions that, when used correctly, can enable you to run two programs simultaneously. What you see is actually an illusion: the computer is just jumping between the two routines every 50th of a second, so it only seems like the two are running together. Now you know.

Method

Nothing could be simpler. All you need to do is type in the hex loader (or load it in if you've got it on tape) and use it to enter the machine code hex. Then, to get the clock ticking just:

POKE 64026, seconds
POKE 64027, minutes
POKE 64028, hours (1-12)
POKE 64029, 0 if AM
or 1 if PM

Done that? Now type in RANDOMIZE USR 64001 to start the clock. Then, hours later, when it comes to beddy-byes or rendezvous time just type in RANDOMIZE USR 64008 to stop time.

Hex loader

Guess what? It's hex loader time again. Once more out pops (oo-er) that venerable program, especially designed for you to tap in to get these supa-doopa-programs working. RUN it and enter the start address (which is 63999) and the length (248). Afterwards type in the eight bytes of hex per line followed by the checksum, after the "=" sign. Then press ENTER and the computer will burp, making space for the next line and so on. When you get to the end, it's a case of pressing "S" to stop.

```
 10 GO SUB 200
 20 LET a=s
 30 LET t=0
 40 PRINT TAB 0;a;":";
 50 INPUT "Line of Hex";h$
 60 IF h$="S" THEN  STOP
 70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
 80 PRINT h$;
 90 LET x=0
 100 FOR b=1 TO ch STEP 2
 110 LET z=FN h(h$): LET t=t+z
 120 POKE a+x,z
 130 LET h$=h$(3 TO )
 140 LET x=x+1
 150 NEXT b
 160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
 170 PRINT q
 180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
 190 LET a=a+(ch/2): BEEP .1,35:
 GO TO 30
 200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
 210 POKE 23609,50: POKE 23658,8
 220 INPUT "Start Address";s
 230 LET ch=16
 240 RETURN
```

```
  1 LOAD ""CODE          10.45:55 PM
 10 FOR i=64026 TO 64029
 20 READ a
 30 POKE i,a
 40 DATA 30,30,11,0
 50>RANDOMIZE USR 64001




K
```

Hex Dump

These 31 lines are the clock program in hexadecimal (okay, yah!) form. Once you've finished typing them in, simply save "TICK-TOCK CLOCK" with: SAVE "clock" CODE 63999,248.

```
63999:0BFA3EF9ED47ED5E=1211
64007:C9ED56C9E5D5C5F5=1609
64015:CD1EFAF1C1D1E1C3=1540
64023:380006082D0A013E=188
64031:20211440CDCEFA3A=868
64039:1CFA211540CD07FA=1034
64047:3E2E211740CDCEFA=889
64055:3A1BFA211840CD07=844
64063:FA3E3A211A40CDCE=904
64071:FA3A1AFA211B40CD=913
64079:07FA211D403E20CD=858
64087:CEFA211E403A1DFA=920
64095:A728073E50CDCEFA=1017
64103:18053E41CDCEFA3E=879
64111:4D211F40CDCEFA3A=924
64119:19FA3D3219FAC03E=915
64127:323219FA3A1AFA3C=769
64135:321AFAFE3CC0AF32=1057
64143:1AFA3A1BFA3C321B=748
64151:FAFE3CC0AF321BFA=1258
64159:3A1CFA3C321CFAFE=978
64167:0DC03E01321CFA3A=654
64175:1DFAEE01321DFAC9=1048
64183:CDE0FAE5D57AC630=1497
64191:0E00CDCEFAD1E123=1144
64199:7BC630CDCEFAC9E5=1460
64207:ED5B365C14D6206F=851
64215:2600292929190106=401
64223:087E2F12231410F9=519
64231:C916FF14D60A30FB=1021
64239:C60A5FC900000000=504
64247:0000000000000000=0
STOP
```

SCREEN EFFECTS

Yawn! Have you ever realised how the way a screen is printed is so totally boring? I mean one minute the screen's blank, then the screen's there — sooooo boring. But wait, here is **Philip Lock** to the rescue with a collection of no less than 14 ways to recall a screen from memory. They include fades, shutters, slides and colour doors. And they are very effective I can tell you. What are you waiting for? Get typing!

Method

Easy as pie: all you have to do is type in the hex dump using the hex loader (see TICK-TOCK CLOCK). Done that? Good, now save the whole lot by typing SAVE "effects" CODE 60000,696. Now type in the little demo proggie and run it to see an effective compendium of effects. Go for it!

If you want to use the routines independently just load your screen into the memory by typing LOAD ""CODE 53000, (or alternatively load the screen as per normal, then RANDOMIZE USR 60016 to store in memory) then consult the table below and RANDOMIZE USR address for whatever address the routine resides at.

If you really like a particular routine and want to use it in your own masterpieces, just save the routine by typing: SAVE "name"CODE address, length, substituting the words for values from the table:

A Little Routine

ROUTINE NAME:	ADDRESS:	LENGTH:
PRINT	60000	12
STORE	60016	13
FADE	60025	53
SHUTTER	60078	51
SLIDE-DOWN	60129	75
SLIDE-UP	60204	70
SLIDE-LEFT	60274	67
SLIDE-RIGHT	60341	65
ATTR-DOWN	60406	24
ATTR-UP	60430	35
ATTR-LEFT	60465	52
ATTR-RIGHT	60517	47
ATTR-IN	60564	55
ATTR-OUT	60619	75

Demo

Here's a little demo program to demonstrate all the screen effects. Examine it for further info on how the routines work.

```
  10  REM SCREEN EFFECTS demo
  20  CLS : PRINT "LOAD SCREEN (
y/n)"
  30  LET a$=INKEY$
  40  IF a$="y" THEN  GO TO 100
  50  IF a$="n" THEN  GO TO 60
  55  GO TO 30
  60  FOR i=1 TO 13: READ b$,x
  70 CLS :  RANDOMIZE USR x
  80  PRINT #0;AT 1,16-(LEN b$/2
);b$: PAUSE 200
  90  NEXT i: RESTORE : GO TO 60
 100  CLS : PRINT "START TAPE":
LOAD ""CODE 53000: CLS : GO TO 6
0
 110  DATA "PRINT",60000,"FADE",
60025,"SHUTTER",60078
```

```
LIDE-UP",60204
 130  DATA "SLIDE-LEFT",60274,"S
LIDE-RIGHT",60341
 140  DATA "ATTR-DOWN",60406,"AT
TR-UP",60430
 150  DATA "ATTR-LEFT",60465,"AT
TR-RIGHT",60517
 160  DATA "ATTR-IN",60564,"ATTR
-OUT",60619
```

Hex Dump

The hex dump is pretty hefty but well worth the sore fingers and blurred vision.

```
60000:1100402108CF0100=330
60008:1BEDB0C91108CF00=873
60016:21004001001BEDB0=538
60024:C921004011070043=389
60032:E5C57CFE583015E5=1190
60040:CBB4D51108CF0019=853
60048:E5DDE1D1E1DD7E00=1456
60056:77191BE6C1E12376=969
60064:10DE1100402108CF=567
60072:01001BEDB0C92108=683
60080:CF11001B19110058=378
60088:010003EDB0168006=573
60096:08C52108CFDD2100=707
60104:400100187EA2DD77=717
60112:0023DD230B7881120=631
60120:F3C1CB1ACBFA10E1=1359
60128:C92108CF11001819=515
60136:11005801000 3EDB0=522
60144:2108CF06C0C53EC0=897
60152:90672E007CE6C00F=854
60160:0F0FC640577CE607=740
60168:82577C8787E6E05F=1160
60176:7DE6F80F0F0FB35F=922
60184:D52108CF7AD64057=948
60192:19D1012000EDB0C1=873
60200:7610CAC92108CF11=802
60208:0018191100580100=155
60216:03EDB006C1C50560=913
60224:2E007CE6C00F0F0F=637
60232:C640577CE6078257=927
60240:7C8787E6E05F7DE6=1298
60248:F80F0F0FB35FD521=813
60256:08CF7AD6405719D1=936
60264:012000EDB0C17610=773
60272:CCC92108CF110018=694
60280:19110058010003ED=371
60288:B0DD2108CF111F00=693
60296:DD19211F40130101=395
60304:20C50608C5E5DDE5=1119
60312:06C0DD7E00A17719=850
60320:DD1910F6DDE1E1C1=1372
60328:CB110C7610E6C128=832
60336:DD2810DDC92108CF=950
60344:1100181911005801=172
60352:0003EDB0DD2108CF=885
60360:2100401120000180=275
60368:20C50608C5E5DDE5=1119
60376:06C0DD7E00A17719=850
60384:DD1910F6DDE1E1C1=1372
60392:CB19CBF97610E5C1=1236
60400:23DD2310DCC92108=769
60408:CF1100400100 18ED=550
60416:B00618C5012000ED=673
60424:B0C17610F6C92108=991
60432:CF110040010018ED=550
60440:B001000309E5626B=623
60448:09545DE10618C501=639
60456:2000EDB8C17610F6=1026
60464:C92108CF11004001=531
60472:0018EDB0011F0009=478
60480:D5E5DDE1E1091120=1171
60488:000620C5E5DDE506=920
60496:18DD7E007719DD19=761
60504:10F7DDE1E1C128DD=1391
60512:287610E7C92108CF=857
60520:110040010018EDB0=519
60528:D5E5DDE1E1112000=1162
60536:0620C5E5DDE50618=944
60544:DD7E007719DD1910=753
60552:F7DDE1E1C1DD2323=1402
60560:7610E7C92108CF11=831
60568:0040010018EDB006=508
60576:0DC5E5D52108CF11=917
60584:801919DD21805911=666
60592:200019DD1910F8DD=791
60600:E5D1012000EDB0D1=1093
60608:E1012000EDB076C1=982
60616:10D7C92108CF1100=697
60624:40010018EDB0060D=521
60632:C5C52108CF11E017=906
60640:19112000DD21E057=639
60648:19DD1910F8012000=571
60656:DDE5D1EDB0C12108=1306
60664:CF11001B19DD2100=530
60672:5B11E0FF19DD1910=874
60680:F8DDE5D1012000ED=1180
60688:B076C110C3C93169=1053
60696:0000000000000000=0
STOP
```

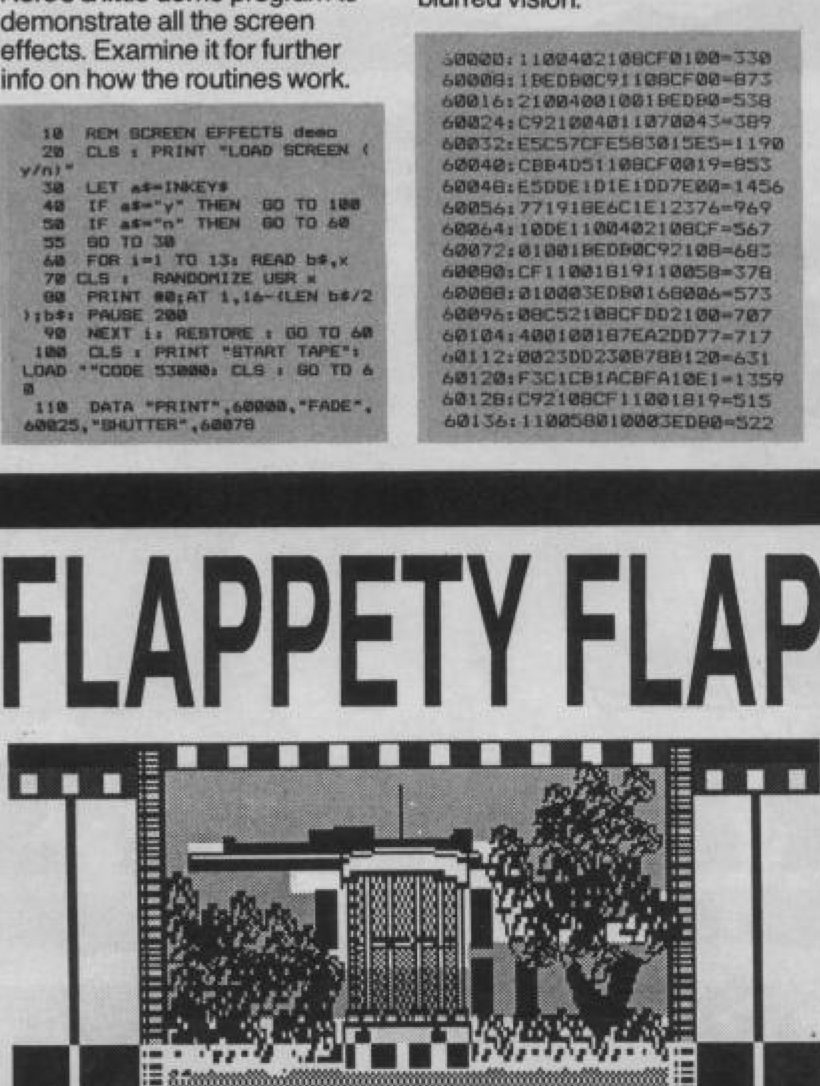
FLAPPETY FLAP

Ever wanted to recreate the stretchy pulsating (yes I know...oo-er) effect in games such as *Max Headroom* and *Glider Rider*? Well now, courtesy of **Michael Wilcox**'s programming skills, you can involve just such a sproingy, flapping (Again? Okay...oo-er) effect in your own programs. And what's more it's a mere 180 bytes.

Method

Simply type in the hex dump using the ol' hex loader and once you've finished save the code by typing: SAVE "flap" CODE 27000,180. Then type in the DEMO PROGRAM and RUN it to see the flappy routine.

```
27000:3EB0CDEC69210000=817
27008:11B888012C6A3E00=550
27016:CD8C69C922DE69ED=1249
27024:43E069ED53E26932=1097
27032:E46906A0C5ED4BDE=1230
27040:697B3C32DF693DCD=929
27048:8122ED58E269E5C5=1296
27056:2AE0697EFE0028 0C=803
27064:E526006F29292929=542
27072:2919EBE12322E069=924
27080:C1E13AE469FE0128=1104
27088:14EB012000EDB0EB=936
27096:2313C110BFC900A0=815
27104:CC6AB88800012000=663
27112:EDB018EC165C9F21=915
27120:2C6A3E00322A6A3E=472
27128:00322B6A1ACB7728=587
27136:04CB7F28043E0118=465
27144:023E02473A2A6A77=462
27152:233A2B6A3C322B6A=501
27160:10F2133A2A6A3C32=593
27168:2A6A3A2B6AFEA0D0=977
27176:18D27FA000010202=526
STOP
```




```
  10  REM FLAPPETTY FLAP!
  20  REM by MICHAEL WILCOX
  30  POKE 27015,1: POKE 27035,1
00: POKE 27174,160: LET a=0
  40  FOR f=27100 TO 27330: POKE
 f,a: LET a=a+1: NEXT f
  50  PAPER 0: INK 7: BORDER 0:
CLS : PRINT "LOADING SCREEN..."
  60  LOAD ""SCREEN$
  70  RANDOMIZE USR 27005: POKE
27015,0: POKE 27035,160
  80  FOR f=240 TO 0 STEP -8: PO
KE 27001,f: RANDOMIZE USR 27000:
 NEXT f
  90  FOR f=1 TO 240 STEP 8: POK
E 27001,f: RANDOMIZE USR 27000:
NEXT f
 100  GO TO 80
```

ARCADE ANTICS

Now it's my turn (and anyone who suggests I can't program, better watch their kneecaps!). Over the next few months I'll be printing some routines of my own that'll add that certain polished finish to your own arcade games. This month it's a simple bar display routine, that you can use to show the amount of fuel or ammo instead of tedious numbers.

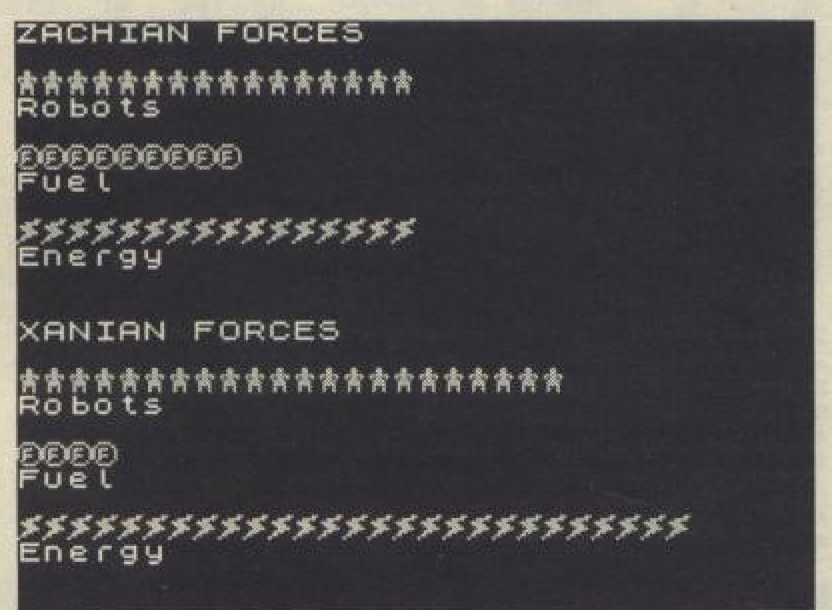
Method

Stone me. To use this program is a physical manifestation of easiness (and no, I don't know what that means either!). Just type in the seventeen lines of hex, save the code, then POKE these variables:

```
POKE 40131, Length of Bar (0-255)
POKE 40129, screen-256*INT(screen/256)
     40130, INT(screen/256)
```

NB: Screen refers to the position of the bar on screen; it must be in the range 16384-22527
POKE 39991 to 39998 with the eight bytes of your pattern. It can be a UDG or anything.

Then, once you've done that, just type RANDOMIZE USR 40000 to see your bar.



Hex Dump

This puts the Bar Display program in hex. Type it in and use SAVE "bar" CODE 40000,136 to plonk it on tape.

```
40000:11379C2AC19C3AC3=872
40008:9CD54FE6F80F0F0F=971
40016:32699C79E6074F3E=810
40024:0891320899C3AC39C=905
40032:FE08DA7A9C0E08E5=1009
40040:06011A772310FB22=488
40048:C49CE1CD9D9C130D=1127
40056:20ED2AC19C3A699C=979
40064:5F160019D13E0808=429
40072:06083EFFCB2710FC=841
40080:4F1AA17713CD9D9C=922
40088:083D20EBC97CE607=898
40096:FE07CAA79C24C97C=1147
40104:E6F8677DE6E0FEE0=1638
40112:CAB89C3E20856FC9=1081
40120:7DE61F6F3E088467=802
40128:C900400801470000=345
40136:0000000000000000=0
STOP
```

Well, that's it for this month. But never fear — I shall return to your screens next month with loads more wild and wacky routines. Meanwhile, get programming and send your routines in to *Program Pitstop, YS*, 14 Rathbone Place, London W1P 1DE. And remember, we'll even pay for the very special routines.

When it comes to slots — we've got the lot! *Ciaran Brennan* stalks the city arcades for the latest coin-ops.

S·L·O·T·S O·F FUN

Coin-op conversions did big business on the Speccy in '87 — *Outrun* being one of the most popular. And it looks as if they'll be booming in '88 too — this month's big game, *Rolling Thunder*, is one of the first to set the ball rolling. So, it's just as well then that there are plenty of new arcade machines around as well as many more on the horizon. Most, like Namco's *Pacmania*, SNK's *Paddle Mania* and Konami's *Tycoon*, are variations on a theme, not that that's a bad thing in some cases, but there are a couple of novelties like *Rack 'Em Up* from Konami. Still, read 'em reviews for yourself and make your own minds up.

But before you do, I've introduced a little thing (ooer!) called the Convertability Factor. Okay, it sounds a bit flash but all it really means is how well and easily the arcade game would convert on the Spectrum. It doesn't reflect how good the coin-op is — it could be dead easy to convert and get a high rating but be an abysmal game. Geddit?

SUPER DODGE BALL



When is a game of basketball not a game of basketball? When you suddenly realise that there are no baskets to shoot into!

At first sight I thought that *Super Dodge Ball* from the Technos Corporation was a good-looking one or two player basketball simulation, but it turned out that I was very much mistaken. The main problem is that it quickly becomes apparent that it's not basketball at all — so what sort of game is it?

As far as I can gather, the object is to pass the ball to a nominated player while the opposition attempt to make interceptions. For all of the frenzied action that appears to ensue, there's never really a great deal happening and the whole thing rapidly becomes a prize bore.

The visual beauty is only screen deep too, as the impressive graphics lose their shine when the dismal scrolling comes into effect. Sorry sports fans . . . even at 20p I can't really find anything in this one to make it worth recommending.

CONVERTABILITY FACTOR: 7
But why bother?

TYPHOON



Okay speed freaks, it's time to climb back into your cockpits and take to the skies as Konami put you in control of a variety of aircraft and send you off into the wild blue yonder. Most flying games are going to be a bit of a let-down after *Afterburner*, but this provides quite a challenge in its own way, and at 20p is a good deal cheaper than Sega's sit-down extravaganza.

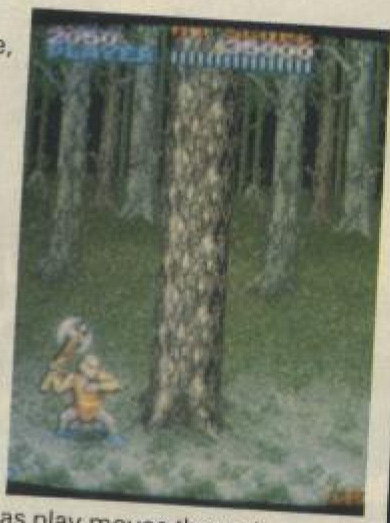
The first level gives the player an unusual viewpoint as the plane hurtles directly downwards through cloud cover towards the target — an impressively revolving aircraft carrier. The carrier is well defended by wave after wave of missile-laden superfighters which are difficult to destroy and even harder to avoid. Even when these have been passed it's no mean feat to destroy the carrier as it's bristling with armour.

Level two is a touch more conventional, involving flying a helicopter along a horizontally scrolling seascape. This time as well as blasting the oncoming jets and choppers, you have the added task of bombing a number of ships along the way *and* collecting extra weaponry — talk about multi-tasking!

The gameplay is nicely judged throughout, being just enough to make the game a challenge without ever becoming too difficult. Although the control is sometimes a little tricky (especially in the horizontally scrolling levels where pushing the joystick up causes the aircraft to move down the screen), there's enough action and challenge in this one to keep most players amused.

CONVERTABILITY FACTOR: 4
A lot to fit into a poor little Spectrum.

TIGER ROAD



Scrolling platform games are a little bit dated in this day and age, so Capcom's latest oriental offering doesn't really stand out as being anything remarkable. And although there are quite a few levels to battle through, the lack of variety between them makes the whole business a little bit tedious.

The scenario is as dated as the gameplay, involving the kidnapping of a couple of princes and their subsequent rescue from swarms of evil enemies, but luckily this is dealt with fairly quickly and it's then straight into the action.

A few nice backgrounds appear as play moves through temples and the jungle, but these are let down by some pretty dodgy animation and chubby characters.

Tiger Road will probably only appeal to a select band of upwardly mobile ninja warriors, and should be avoided at all costs by those seeking a splash of originality.

CONVERTABILITY FACTOR: 7
Easy to convert but hardly worth the effort.

PADDLE MANIA



Remember *Tennis* — the original TV console game where two players moved bats across opposing goals in an attempt to stop a bouncing ball from passing through? Well it's back! Though this time in the guise of *Paddle Mania* — SNK's nine level sports game for one or two players.

After a space-age loading screen has been and gone, this game reveals itself to be almost identical in style to its predecessor, only this time tarted up with more advanced graphics. Matches are played to a time limit, with the winning player moving on to the next level. The game ends when the computer wins a match, but if you're quick enough with the dosh you can restart at the level where you were beaten.

The gameplay is enhanced by the addition of forehand and backhand strokes which vary the play considerably — and become more and more necessary as the standard of the opposition improves with each level. The opposition ranges from Stefi Graf through Ivan Lendl to the entire US volleyball team!

If I have any criticism it's that the ball's speed is occasionally erratic, but this hardly detracts from the superb playability. Be warned . . . despite the fact that it only costs 20p per game you could still end up pumping a lot of dough into this one.

CONVERTABILITY FACTOR: 8
Should lose very little in the translation

RACK 'EM UP



Tom Cruise must be a real favourite with the folks who make these machines — last month we had *Top Gun* style action in *Afterburner*, and now we have graphics which appear to have jumped straight out of the *Color Of Money* to decorate this excellent pool simulation from Konami.

There's a choice of two styles of pool on offer — 'rotation' is the usual 15 ball game which is played on this island, while 'nine ball' is a more American style where (believe it or not) nine balls have to be sunk in order.

The screen is split into four sections; an overhead view of the table; the shot view panel which gives a view from behind the cue ball; the self-explanatory power meter and the play information panel showing which player is shooting and how many shots they've taken (quite important in nine ball).

There's a reasonable amount of control to be had over the cue ball, with realistic spin and collision, and the sound effects round off the whole package. At 20p a turn, this one or two player simulation is the next best thing to playing the real thing.

CONVERTABILITY FACTOR:7
Pools of potential.

PACMANIA



Remember Clyde, Pinky, Inky and Blinky? Those spectres who struck terror into the hearts of millions as they floated around *Pacland* scaring all and sundry. Well now the four hungry ghosts are back — but this time with a new perspective on life . . . a 3D perspective to be precise.

Namco's latest offering is a new version of the ancient classic *Pacman* enhanced by the inclusion of a brilliant soundtrack and stunning three dimensional graphics. Also, instead of simply manoeuvering a small yellow disc around a flat maze, the player guides a spherical Pacman between seemingly solid walls in an attempt to avoid the all-too- real ghosts.

Pacman has one new trick to help him in his quest — despite a complete lack of legs, our hero has developed the ability to jump over his opponents — however this has limited power and should be used sparingly. Otherwise the gameplay is exactly the same as in the original, simply eat the dots and collect the power pills.

If there is any difference in the feel of the game, this is caused by the fact that only about one third of the screen is on view at any one time and it's therefore quite hard to know where the ghosts are — which can prove a little awkward at times.

The considerably enhanced graphics are *Pacmania's* strongest selling point, in particular the impressive way in which Pacman revolves. The difficulty also appears to have been tweaked slightly so that even the most experienced *Pacman* players will have their work cut out finishing this one. But as the price has remained at a mere 20p (and there's a 'continue game' feature), getting some practice in is not going to burn a hole in anyone's pocket. Highly recommended.

CONVERTABILITY FACTOR: 6
The graphics may not survive but the fun should.

ARCADE NEWS



Now that Christmas is well behind us, let's hope that the coin-op producers will start coming out of their caves and produce a few more blasters than they have been of late. This month sees the release of two more horizontal scrollers, Konami's *City Bomber* and *Twin Cobra* from Taito. Although neither are particularly original, they should both provide plenty to talk about as you read. The former involves taking an aerial car on a trail of destruction through an unnamed metropolis, while the latter is fast and furious blasting in a more conventional mode. Tune in next month when we will bring you full reviews of these and many more.

On the conversions front, the grapevine has been merrily buzzing with a number of unconfirmed rumours (so if they don't turn out to be true you can say that you heard them somewhere else first, okay?). Anyway, the word is out that *Double Dragon* is to be converted by the folks at Melbourne House/ Mastertronic, while the licence for last month's smash *Operation Wolf* is said to be in the hands of Midlands supremos US Gold. That's the lot for this month, so until next month . . . keep watching the skies.

YS SUPERSTORE

If you want to know what every hip'n'trendy dude will be wearing next year. Look no further — it's here in the *YS* Superstore!



Binders

Dress up in style with a very tasty *(Mmmmmm! Phil) YS* Binder. It comes in bright red with snazzy gold lettering down the spine and is a must for up and coming fashion hounds. With space to keep 12 issues of *Your Sinclair* in mint condition you can team it up with a casual shirt and jeans, or how about a pinstripe suit for that genuine City look. Don't get all tied up and in a rut — turn over a new leaf of *YS* and buy a binder now!

£4.95

YS MegaBasic

Fling away your Filofax™ and toss away your Time Manager System 'cos it's arrived — *YS* MegaBasic. A personal organiser for your Speccy — it's an absolute must for the aspiring yuppy. This t'riffic programming utility has on-screen windows, 64 column text, lots of fonts, user-defined character sizes and simply loads more. Wear it anywhere and anytime — it'll give you and your Speccy that boost you've been looking for. Don't delay — fill in that coupon and send it off before it's too late!

£8.95



YS Badge

FREE BADGE! Order more than ten quid's worth of trendy *YS* gear and cop one of these tremendous *'Your Sinclair* is Skill' badges absolutely gratis! Well smackmalala!

Sports Bag

Bags are in! And the *Your Sinclair* sports bag made of striking red and black strong nylon emblazoned with the *YS* logo looks good with any outfit. Ideal for mountaineering equipment, surf board and swimming goggles, it measures a hefty 19" × 9½" × 9" and comes with a natty carrying strap. How can you refuse such a fashionable accessory that'll come in handy on any occasion? What's more, it's dirt cheap at only £7.95. Order yours now and be sure to have bags of fun in the coming year!

£7.95

T-Shirt

You too could look like this! Well almost. 1988's look will definitely feature the big'n'baggy *YS* designer T-shirt. Wear it loose over jeans for the casual look. Or jazz it up with a belt and drill cotton trousers for evening wear. And on those cold winter nights snuggle up in it in bed to keep warm and cosy! Made of 100 percent cotton, it features a wacky Chris Long illustration in bright blue and black on the front and costs a mere £4.50! What are you waiting for? Fill in the coupon and get ready to stun the world.

£4.50

Makeup from: Coco The Clown's own private collection
Hair by: Dragged Through A Hedge Backwards Salon
Gear courtesy of: *Your Sinclair* Superstore

LET ME AT THOSE NATTY *YS* FASHION ACCESSORIES!

• I'm a real trendy geezer so I'll be wearing one of those stylish *YS* T-shirts next year, especially at the bargain price of £4.50 each. I've ticked the box showing my size and I don't mind waiting 28 days for delivery.
Small ☐ Medium ☐ Large ☐ Extra Large ☐

• Style's my middle name so I've got to nave one of those natty *YS* Sports bags to keep my dirty washing in. It'll look fab teamed up with the *YS* T-shirt too! What's more it's dead cheap at only £8.95 and it's worth waiting 28 days to get it too!

• Me and my Speccy would just adore a copy of *YS* MegaBasic — it's just what we've been looking for to get ourselves on the fashion circuit. And it's only £7.95 too!

• No outfit would be complete without a nifty *YS* binder tucked under one's arm so you might as well send me .... binders too! For only £4.95 each they're a snip!

I'm gonna get all togged up and have somewhere to go so I've ordered the following *YS* Goodies:

ITEM NUMBER

Sports Bags ....

T Shirts ....

Binders ....

MegaBasic ....

I enclose a cheque/postal order for £......... made payable to Dennis Publishing Ltd. Then again as I don't carry cash please charge my
*Access/Visa/American Express/Diners card number ....
*delete where applicable

Signature ....

Name ....

Address ....

....

.... Postcode ....

Now send the completed form with payment or credit card number to: *YS* Superstore, PO Box 320, London N21 2NB. If you don't want to hack up your mag send a photocopy instead.

Overseas readers must add £1 to their order to cover postage and packing.

YS Adventu

First off is **Colin Thompson** of Hamilton who's first in with a solution to part one of *Karyssia,* which is no mean feat. But then Scotsmen are known for their mean feats, aren't they? (All letters of complaint to T'zer.)

Tim Whitehead of Uxbridge asks how to deal with the horde of gays in *Bored of the Rings.* RETSOP EHT PORD.

Daniel Godrack of Gainsborough says first of all that that really is his name, and then asks how to get through the dead marshes in *Shadows of Mordor* as he doesn't know what the raft is for. The answer is that the raft's for getting you across the swamp! You need HCNARB EHT, and then with that you just TFAR ELOP, though you'll have to make two journeys as you won't all fit on at once.

Thanks to **Peter ?adie** of Ellon, Aberdeenshire for the solution to *Forest at World's End.* I have to call him ?adie as whatever his surname begins with, that capital letter's broken on his typewriter.

Brett Loveday from Gillingham says he's never written to me before, so if I don't help him out on *Imagination* he may never write to me again. How to distract the dogs? The answer's a bag of chips. What to give to the beautiful woman? PAM EHT. What is the paint used for? TLEB RUOY. What should you send me if you do write again to ensure you get a quick(ish) reply? eas.

Adrian Matthews is part of the adventuring mafia in County Armagh, where we seem to have plenty of readers, and he asks far too many (well, six) questions on the "excellent sci-fi adventure, *Rigel's Revenge*". How to get out of the net? T'NAC OUY. What's the significance of the small dog? TOL A TON. Can you find powerpacks for your stun gun? TI YRRAC TSUJ. How do you squeeze between the bars of the kitchen window? GNIHTON GNIYRRAC YB. How do you use the medikit? SNOTTUB EHT SSERP. Is the robotank of any importance? SEY. And the next one, please.

Can anyone help an adventurer trying to get hold of a copy of Melbourne House's *Machine Code Programming for Beginners* which is now out of print? The beginner in question is **Mrs S.A. Hamilton**, 43 Arkle Green, Sinfin, Derby DE2 9NW.

Calling **Mr Belcher,** calling Mr Belcher! It's Zodiac Software who's calling Mr P. Belcher, as he bought copies of their games, *Soap Land* and *Scary Mansion.* At least, he **wanted** to buy copies of their games, but they cashed the cheque and then lost his address.

If he hasn't contacted them already, can he please do so pronto, and they'll give him a free copy of their latest game, *A Fistful of Blood Capsules* (see January's *YS* for a review) to compensate him for having a funny name . . . no, sorry, I didn't mean it . . . to compensate him for having to wait. Zodiac's address is 22 Peak Dale Avenue, Goldenhill, Stoke-on-Trent, Staffs ST6 5QP.



Illustration: Anthony Colbert

Craig Detheridge of Coventry asks six zillion questions (count 'em! No, on second thoughts, don't). One is how to have a good POKE, the one in question being the *Kentilla* POKE in a previous issue (bless you.) Craig says he can't get this one to work . . . well write to the POKER, Craig, whose name and address were printed for all to see. Craig also asks for help in *Matt Lucas,* such as how to lift the cage to release your partner (THGIEW EHT PORD) and how to get oil from under the rocks in *Imagination* (EXAKCIP HTIW ROOLF TIH). In *Kayleth,* how to get out of Yagmok's quarters again: GNIR EDIR DNA POOH MAXE.

Dennis Francombe of Dunnington also needs to write to the *Kentilla* POKER, **Chris Jones,** and says he's nearly finished 'that highly undervalued adventure, *Castle Blackstar*' Having recovered the orb, taken it with the treasures to the temple and prayed to the goddess, who smiles and beckons him up, he wants to know what to do next. Not surprising, really. Not often you're beckoned up by a goddess. The picture of the goddess that you see is only a vision, a clue to her ultimate location, and you should then MOORB YLF, 'SRATS HCUOT' YAS, then pass through the small punctuation maze and . . . oh, I'm sure you can finish it off for yourself.

My thanks to **Brian Power** of Merseyside for the solution to *Mindshadow* — very useful to have, and Brian pleads with me in return to print the code to access the third part of *The Fourth Protocol.* Sorry, I wouldn't do that, not even if you lived in Tiptree.

Darren Davies of Derby just begs me to print a solution to *Questprobe III* for him and his Icelandic friend Agust. I'll bear it in mind for the future, Darren, but if you want to write in again with a sae and tell me where you're stuck I'll do my best to help. In English rather than Icelandic, though.

And now for Manuel corner. No, that's not the name of a reader, it just refers to my very desirable Manuel awards that goes to the duffest adventurers around. First to receive the award many moons ago was **Anne Sporn** of Kings Lynn, who recently wrote again to tell me that she no longer qualifies for a Manuel as she has now actually finished an adventure. Just the one, but it's a start. Hubby however, has now been converted from arcade games to adventures and is stuck in *The Boggit,* wondering how to get from part one into part two. The answer is to let yourself get caught by the goblins! Brings tears to the eyes, but if you do that in the dark cave and provided you've done everything you need to do in part one then you should be allowed to progress to part two.

As for my latest Manuel, this clearly has to go to someone who signs himself only as **'The Twit'** — his identity will be known to anyone who lives near 18 Vicarage Crescent, Grenoside, Sheffield. The Twit has been playing adventures for three years, and still hasn't finished one. Well done, that man. Or possibly woman. Difficult to tell with a twit. Keep battling away, anyway, and to help you

RES

news

along here are the answers to some of your questions. In *The Boggit* you need the key from the trolls to unlock the heavy rock door. To get that, pay close attention to everything that's said near the start of the game, or ask someone who knows Latin for a light. At Smelrond's Place, just WAIT till Grandalf and Smelrond exchange greetings. As for the thorny problem of Thorny, you should EM WOLLOF YAS. In *Custerd's Quest* a coin will sort out the peasant problem: TSEHC EHT ENIMAXE. Before that, have you LENAP EHT DEKCIK? Ignore the stables and hay loft.

Stuart Forbes of Newent is also stuck in *Custerd's Quest,* wondering how to overcome the Time Beast. How about with a timepiece of some kind? And if you haven't found that yet, go back and chat to the white rabbit. And if you haven't found that yet . . . oh, this could go on forever.

A program here from that despicable cheat, **Richard Alexander** of Sale, who says it's the quickest yet for reading and displaying text from *Quill'd* adventures. Naturally, I wouldn't dream of allowing anyone else to cheat by printing the following listing:

```
10 DATA 33, 168, 97, 62, 255, 174, 254,
31, 56, 5, 254, 127, 48, 1, 215, 35, 124,
181, 32, 239, 201
20 FOR n = 23296 TO 23316
30 READ a: POKE n, a: NEXT n
40 PRINT USR 23296
```

This month's Bugfinder General is **John Pettit** of Weymouth, who points out how you can crash CRL's *Book of the Dead* without really trying. Alternatively, he warns you how to avoid crashing it. When trading with the three traders (Mad, Bad & Sad), you should try to make the Sad trader Glad by giving him something. The Mad trader will run off with anything you give to him, but should you be a bit mad yourself (no offence, John) and try trading three times with the Mad trader, the program crashes and you break through to the *GAC* input routine. Then touch any key and the program locks up.

John goes on to point out some very bad errors in an adventure I haven't seen, Alternative Software's *Football Crazy,* though these haven't stopped it getting to Numero Uno in our Adventure software chart recently. In the very first location, you're told that a door is to the east but you have to walk west through a brick wall to get out. If you DROP BILLS in the bank you suddenly find yourself standing in the main street. If you try to ENTER SHOP in the cul-de-sac you're taken inside the police station instead. I won't repeat the message you get if you throw a football onto the pitch, but try it and see!

By jove, I'm right at the end again. I'd better stop before I fall off the

paaaaaaaaaaaaggggghhhh!!!!.....

Venture forth with Mike Gerrard

Not content with probing and soothsaying all over Wigan, Sandra Sharkey has now gone in for a bit of adventure-writing too. *The Case of the Mixed-Up Shymer* is a *GAC'd* game which I've been looking at a preview version of, and I liked it a lot. Aimed at kids from 7-70, this text-only adventure casts you in the role of Shirley Combes, private secretary to the great Sherlock himself. While he's away investigating some boring case involving the Hound of the Baskervilles, you're called in to sort out the problems on the Isle of Nersree, where the nursery rhymes have all gone wrong. Humpy Dumpty's sitting on his wall but every time he falls off he bounces back up again. A game like this could have been cutesey and twee, but instead it's great fun and very amusing. Priced at £1.99, a full review will follow just as soon as the Speccy version's finished, but if you want to get your order in now the address is 78 Merton Road, Wigan WN3 6AT.

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To continue the buggy saga from last month's news section, it is now known that there's a fatal bug in *Savage Island II,* preventing the completion of the game. Though published by Tynesoft, this is distributed by AdventureSoft, and if you've bought a flawed copy you should return this to AdventureSoft Ltd, PO Box 786, Sutton Coldfield, West Midlands B75 7SL. The same goes for AdventureSoft's own *Temple of Terror,* and to confirm last month's news, faulty copies of *Kentilla* containing either of the two bugs to do with Elva or the silver dagger can be returned to Mastertronic for a refund.

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CRL stands for Computer Rentals Ltd, though maybe that should be Creepy Rentals Ltd if their recent adventure releases are anything to go by. *Jack the Ripper* is already out of course, and you may have seen my January preview of their forthcoming *Jekyll and Hyde.* They've already done *Dracula,* which Rod Pike adapted from the original novel by Bram Stoker, and the Pike/CRL combination then went on the produce *Frankenstein.* At least, they said several months ago they were producing it for the Speccy, but it ain't never materialised in my tottering pile of review copies. Maybe it was something I said, I thought, but no, 'twas just that the Speccy conversion was late. Very late. In fact it hasn't arrived yet but may do before I finish writing this month's adventure section, so hold onto those bolts in your neck for a last-minute review. Or possibly not. All that's arrived so far is the price, however, a decidedly unhorrific £7.95.

****

I mentioned last month that several of the earlier adventures from Eighth Day Software are about to be re-packaged and re-published on double-play cassettes. That doesn't mean the supply of new adventures will be drying up from a company that I know is popular with a great many readers. First, they have a sci-fi adventure called *Ardonicus III,* and this will be available for 128k machines only, as will a planned series of "Detective Tales".



Second, for grubby 48k owners like me, there'll be a sequel to *Faerie*, called *Faerie II: The Buggon's Gold*. In three parts, one of the major problems in this one is that you appear to be dead. Then there's the intriguingly titled *The Weaver of Her Dreams*, and the wonderfully titled swords and sorcery spoof: *Barf the Barbarian*. This is another three-parter and features Barf and his magical sword, Humdinger, sent on the dangerous quest to find a drink or three in the alcohol-free city of Crawlingthingee.

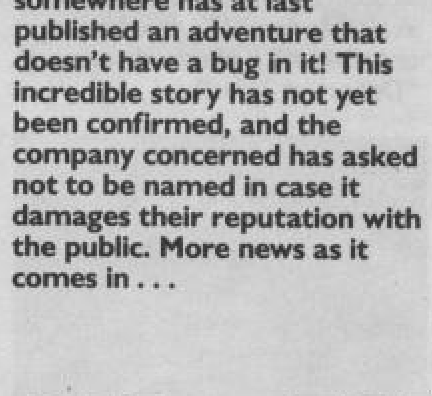
If the adventures are as half as good as they sound, there should be some treats in store.

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● Readers will know I'm a fan of Zodiac Software, whose *Fistful of Blood Capsules* got 8/10 from me back in January. I'm pleased to hear that readers who've tried their games are enjoying them too. News of the next one has just come in, and that's to be *Fairly Difficult Mission*, which should be ready about now. Wow. This is: "a bit of a sap-take of the dungeon-adventure-into-strange-wierd-lands-meeting-with-wizards-with-very-few-vowels-in-their-name-kind-of-thing!" I go for the idea and the title . . . but what will the game be like? I shall review it as soon as I receive it, but if you can't wait then order your copy today from Zodiac Software, 22 Peak Dale Avenue, Goldenhill, Stoke-on-Trent, Staffs ST6 5QP.

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● Shock last-minute news item! It is reported that a computer software company somewhere has at last published an adventure that doesn't have a bug in it! This incredible story has not yet been confirmed, and the company concerned has asked not to be named in case it damages their reputation with the public. More news as it comes in . . .



RONNIE GOES TO HOLLYWOOD

As regular readers will know, I have a soft spot for Eighth Day adventures. It's my brain, I think. *Ronnie Goes To Hollywood* is no disappointment, keeping up the tasteful style begun with *H.R.H.* If your image of President Reagan is more that of the *Spitting Image* puppet, playing with toy submarines in the bath and not knowing if it's Christmas or Yom Kippur, then this could be one for you.

Like *Yes, Prime Minister*, you get to run the country for a week and see what it does to your popularity rating. Type SCORE in this one and you'll get a popularity percentage, though don't pay too much attention as you can get it up to 100 percent soon after the start of the game — it won't last, you can be sure of that. The aim is to see what it's like at the end of the week, after you've visited not only Hollywood but Ireland, New York and even Geneva for talks with the head of a certain other powerful nation. Just so you know what's going on, the adventure comes complete with a free 8-page copy of *Ronnie User*.

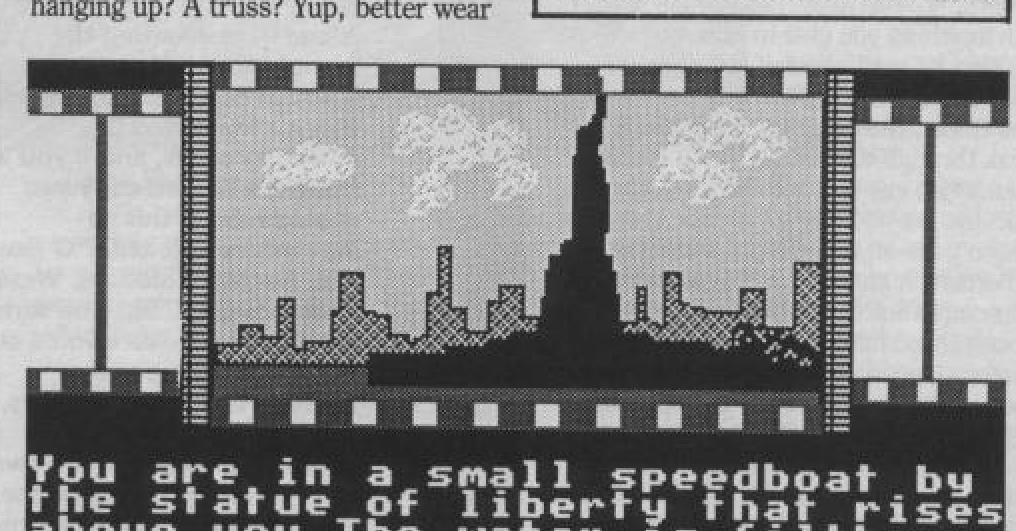
The game begins with you in bed at the White House. Nice blankets, with real cute pictures of plains and aeroplanes on them. Now what's that ticking sound? My Mickey Mouse alarm clock? Heck no, it's a limpet mine. Hey, Nancy!? No use shouting for the First Lady, she went on a dress-buying spree hours ago. Better get up and look around. What's this hanging up? A truss? Yup, better wear that. After all, I need all the support I can get. And look at this neat little submarine in the bath . . . time for a quick splash?

If you can make it downstairs in one piece (or in Ronnie's case in several pieces, including truss, wig and deaf-aid) you might get to play with the White House computer, and a neat use of *The Quill* input routine means that you can make decisions about world events by pressing the appropriate number yes. The events that come up on the screen change as time passes, quite a clever addition to the usual adventure scenario methinks. It means you have to keep a timetable as well as a map, and remember (if Ronnie's braincells can cope with it) that you only have till Sunday evening before the game's over. Type TIME to find out how it's going.

And before the game is over, you should have had quite a few laughs at the expense of Mr President. Not the hardest of adventures, and it isn't quite in the same laughter league as Delta 4, I don't think, but it's not far behind.

Graphics	8
Text	
Value for Money	
Personal Rating	

FAX BOX
Title . . . . *Ronnie Goes to Hollywood*
Publisher . . . . Eighth Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH
Price £3.99



KIND SOULS

Anyone who buys me a drink goes straight to the top of the pile, and that means **Allan Phillips** who bravely forced his way through to the bar at last year's PCW Show and came back clutching two pints. Now that's what you call a **Kind Soul**! And he's prepared to be kind to lost adventurers too. No, he won't buy you all a drink, but he'll answer your questions on *Eddie Smith, Zacaron Mystery, Matt Lucas, Aftershock*, and *Mindbender*. And then *Heroes of Karn, Star Wreck, Wiz-Biz, Message from Andromeda, The Helm, Spiderman, Mafia Contract I, Spytrek, Imagination, Warlord, Kobayashi Naru, Football Frenzy, you* can buy *him* a drink. Right, Allan? The address is Allan Phillips, 55 Torbay Court, Clarence Way, London NW1 8RL.

A few more success for regular **Kind Soul Jackie Holt**, 36 Eland Street, New Basford, Nottingham NG7 7DT: *A Tangled Tale, Bugsy, The Castle, Forest at World's End, Strange Odyssey, Subsunk, Terrormolinos.*

And the next one please. That's **Colin Thompson**, 24 Ness Terrace, Little Earnock, Hamilton, Scotland, and Colin can help on the first part of *Karyssia* and all of *Hulk, Spiderman, Seabase Delta, Hobbit, Never Ending Story, Imagination, Holy Grail, Dracula* and *The Colour of Magic*.

And the next next one. **Neil Ashmore** reminds readers to send a sae and says that he's happy to answer a few questions, but he can't give full solutions. Quite right, too. So write to 5 Park Crescent, Furness Vale, Stockport, Cheshire SK12 7PU if you're stuck in any of the following: *Seabase Delta, Dracula, Urban Upstart, Message from Andromeda, Robin of Sherwood, Mordon's Quest, Heroes of Karn, The Helm, Holy Grail, Mafia Contract I/II, Lords of Midnight, Valkyrie 17, Erik the Viking, Invincible Island* and parts one and two of *Eureka*.

Darren Sellwood of 10 Kingston Ave, Blackpool, Lancs FY4 2QA has a flash signature and also answers to any questions you might have on *Waxworks, Hulk, Spiderman, Mindshadow, Seabase Delta, Imagination, Robin of Sherwood, Bugsy, Boggit, Espionage Island, Rebel Planet, Souls of Darkon* and the first parts of both *Sinbad* and *Zacaron Mystery*.

A few less common titles from **Steven House**, whose house is at 1 Union Lane, Penrith, Cumbria CA11 9DU; *Kentilla, Spy Trek, Zzzz, Serf's Tale, Golden Apple, Tinderbox, Heroes of Karn, Redhawk, Zacaron Mystery, Twin Kingdom Valley, Wiz-Biz, Life Term, Dracula, Hobbit, Denis Through the Drinking Glass, Urban Upstart, Custerd's Quest, Necris Dome* and *Wonderland*.

And a few common titles from **Greg Quinn** of Portadown, but then he's a pretty common type of person The latest additions to his completed list include *Eddie Smith, Custerd's Quest, Spytrek* and *Mafia Contract II*. Help from Gregsy-baby at 71 Festival Road, Portadown, Co Armagh, N. Ireland BT63 5HE.

Now this next address looks familiar . . . in fact it's 21 Festival Road, Portadown etc etc, where **Andrew Harrison** has the misfortune to live 25 doors away (work it out) from Gregory Quinn. Can he really have completed all these adventures? Ask him questions on them to find out, (all Level 9 games): *Hulk, Secret Mission, Fourth Protocol, Holy Grail, Robin of Sherwood, Valkyrie 17, Gremlins, Adventureland, Lord of the Rings, Souls of Darkon, Dracula, Demon from the Darkside, Dome Trooper, Book of the Dead, The Pawn, Bored of the Rings, Mafia Contract, Golden Baton, NeverEnding Story, Sorcerer of Claymorgue Castle, Spiderman, The Curse, Murder Hunt, Doomsday Papers, Espionage Island, The Castle, Boggit, Mordon's Quest, Subsunk, Seabase Delta, Quann Tulla, Hobbit, Escape from Pulsar 7, Ice Station Zero, Hampstead, Mindshadow, Helm, Aftershock, Bugsy, Castle Blackstar Denis Through the Drinking Glass, Hunchback, Kentilla Zzzz, Mural, Se-Kaa, Redhawk, Winter Wonderland, Colditz, Custerd's Quest, Rebel Planet, Buckaroo Banzai, Imagination, Kayleth, Apache Gold, Matt Lucas, Mindstone, The 'O' Zone, Pirate Adventure, Eye of Bain, Very Big Cave Adventure, Heroes of Karn, Claws of Despair, Eureka.*

A slightly shorter list from **Shirleyan Davies**: *Inspector Flukeit.* Very useful, though, as it's one not many people have finished. Send your sae's to Shirwedean, Sandyhill Rd, Saundersfoot, Dyfed SA69 9HN.

Ken Green doesn't know what's proper and what isn't. He's talking about adventures, of course, and says he likes the more 'graphical' adventures as well as the conventional type as they all need lateral and logical thinking to complete. He'll answer questions on the following for the usual sae, but if you want any full solutions enclose 20p each to cover the photocopying: *Dun Darach, Marsport, Pyracurse, Fairlight, Megabucks, Happiest Days of Your Life, Sherlock, Knight Tyme, Tir na Nog, Back to Skool, King's Keep, Pyjamarama, Finder's Keepers, Everyone's a Wally, Herbert's Dummy Run.* Ken's address is 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ.

Lots of people look for help on *Valhalla*, and if that includes you then look to **Gary Stimson**, 4 Fox Court Drive, Roade, Northampton NN7 2LL. Gary can also answer questions (but no solutions) on *Spiderman, Very Big Cave Adventure* and part one of *The Boggit*.

Finally just room for **Hobson Bullman**, 5 Manor Ave, Fulwood, Preston, Lancs RR2 4DW. Luckily there's room for his list too, which is just as well: *Lord of the Rings, Shadows of Mordor, Golden Baton.*

LOST SOULS

Space to squeeze in some quickies? Oh, it's only the start of the column so of course there is. Silly me. Help needed on getting past 95 percent of the obstacles, monsters, trolls etc in *Heavy on the Magick*, and general help on *The Hobbit*: **Luke Beaumont**, Shotley Cottage, Shotley Gate, Ipswich, Suffolk IP9 1PS.

Stuck in *Inspector Flukeit* and with a million questions to ask anyone who's solved it is **K. MacRae**, 20 Bowlingfield, Tauterton, Ingoe, Preston, Lancs PR2 7DD.

Andrew Orwin, The Old Post Office, Kirklington Road, Bilsthorpe, Newark, Notts NG22 8SS: in *Temple of Terror*, what to buy at the black tent, how to kill the giant centipede and the thing that comes out of the pit.

Nick Cory, 23 Amodos Close, Plympton, Plymouth, Devon PL7 3SW: any help on *Matt Lucas, Robin of Sherlock, The Mural* and *Galaxias*.

Nigel Wakeling of Carreg Gam, 5 Odol Terrace, Cwm Penmachno, Gwynedd LL24 0RP, N. Wales boldly admits to being hopeless at adventures and begs any help at all on *Eureka, Robin of Sherwood, Boggit, Spy Triolgy* and *Valkyrie 17.*

N. Edmonds, The Gate House, Frittenden, Kent TN17 2DD boldly admits to thinking *YS* is the greatest. Yay! Now can anyone help him on *The Serf's Tale, Mindshadow* and *The NeverEnding Story*? He's been playing the games since March and can't get anywhere.

Steven Whitely, 22 Redwing Lane, Norton, Stockton-on-Tees, Cleveland: how to pass the service droid to enter the lift in *Project Volcano*, how to locate the object and clue at Pound Green in *Micro Drivin'* and how to escape from the ground car in *Solaris.*

Grovelling **Ann Grant** needs help on *Greyfell*, so send it to her at 15 Bossington, Nr Minehead, Somerset TA24 8HQ. **Neville 'Stuck in the Mud' Chesworth** is playing *That's the Spirit* and wants to know how to pass the cat near the chemistry bank, how to collect the object from inside the church and what to do when the computer is connected to the TV. Also how to end the game in *Swords and Sorcery*, having collected three pieces of Zob's Armour. Help to Neville Chesworth Jnr, Whitehouse, Chapel Street, Gunnislake, Cornwall PL18 9NA.

Gary Millings, 11 Pickard Street, Lancaster: in *Blizzard Pass*, how to get back over the fissure as following Tynesoft's hint of TIE ROPE TO RING AND THROW only produces *The rope doesn't catch on anything.*

And please, please, please, has anyone finished *Stormbringer* yet? If so then send me a solution at once, and also help **Gary Millings** (above) and **Brian Harris**, 47 Valentine's Way, Rush Green, Romford, Essex RM7 0YD. I'd ask you to help **Darren Martin**, too, but his letter doesn't have an address on it so he'll have to write to me again.

Writing to me once more after a gap of a year and an appearance in Lost Souls that produced no replies at all is **Mark Hanrahan**, 190 Ballybeg Square, Waterford, Eire. Any help at all on *Legend*, which no-one else in the world seems to have solved. Please? Double-please?

"I'm about as lost as anyone can get," says **Joanne Wilson** of 3 Allington, Freehold, Rochdale, Lancs OL11 4LA. "It's *White Door (Crisis at Christmas)* that's causing the trouble: I can't find a single present! Nor can I find the battery for the torch to explore the loft." It's that devious Tartan Software lot I blame.

Have any of you layabouts out there got a full solution to *Runes of Zendos* that you could possibly spare or copy? If so, bung it in the direction of **Mrs S. J. Burt**, 39 Lowry Gardens, Sholing, Southampton, Hants SO2 8SR. Mrs Burt will be forever in your debt, and for even longer if you can also provide an infinite lives POKE for *Pssst.* I know it's not an adventure, but who reads down this far anyway?

A good one to finish on. **Jackie Holt** can't get out of the first location in one of her adventures. If that sounds a bit feeble then make allowances for the fact that the adventure is in Finnish! The title is *Arendarvon Castle*, so is there anyone out there who can help Jackie start the Finnish tale? Also, is it possible to score 100 percent on *Earthbound*? Info to Jackie Holt, 36 Eland Street, New Basford, Nottingham NG7 7DT.

ADVENTURES INTERNATIONAL

Some of those naughty Scandinavian-type pērsöns to start with, the first being **Anders Willman** with the mind-börgling address of Borgarmalmsvägen 5 C 2, 68620 Jakobstad 2, Finland. Anders needs help on *Tower of Despair*, and all he needs to do on that is send me an international reply coupōn for a frëëbie. In *Eurēka* he's having problems with the Brachiosaurus, whose motto is obviously Kill-A-Finn-A-Day. The answēr, Anders, is not to rest, pause, wait or sleep, but to LLITS YATS, and you may need to repeat that command. Ok?

Next Scandinavian is **Steven Snedker**, Hovedvejen 124, 2600 Glostrup, Denmark. I have to include this one as Stephen says 'I think you should have a substantial increase in salary and pages.' What an intelligent chap, we need more readers like him. Steven (remember Steven, he's the one who said I should have a substantial increase in salary and pages) also asks why he can't get part two of *Bored of the Rings* to start even though he's typing in the right password. All I can think of is that maybe you're not typing it all in capitals, or all as one word, the word being GOODTIME. (There, I wrote something forwards thus giving the game away. But I don't care, I'm feeling reckless and just absolutely potty and mad today, Vyvyan.)

Talking of which, here come **The Crazy Goblins Band** again, all the way from Belgium. I'm not surprised they're crazy, trying to play *The Pawn.* How to move the wheelbarrow: TSUM OUY FI TI LLUP. How to lever the boulder when the rake isn't strong enough: TRIHS EHT HTIW TI OT EOH EHT EIT. How to open the guru's cupboard: WONS MIH GNIRB DNA TI ERONGI.

Gerold Hofheinz of Tapachstrasse 55, 7000 Stuttgart-40, West Germany would like to use this section to thank Andy MacGregor for helping him finish *Funhouse.* And thanks to you for passing a copy of the solution and map on to me. Dankeschön, Gerold.

On the shores of the Mediterranean is **Oscar Pineiro** of Exeter. No, that can't be right, surely? Oscar's from Spain and wrote to me from an Exeter address while he was visiting England. Unfortunately because I was away on holiday (again) his letter didn't reach me till after he'd gone back to Spain and he didn't give me a Spanish address at which I could contact him. So if you're out there, Oscar Pineiro, and my letter didn't catch up with you, just write again. As to how you can subscribe to *Your Sinclair*, well just see the subscription details in any issue. Lots of Spanish readers do subscribe. Send us the money, we'll send you the mag! Easy!

VENOM

Good, I thought, when the first screen appeared, a Mastertronic adventure that looks promising after a few disappointments. But the promise didn't last long . . . no longer than the second crash inside 20 minutes, which had me pulling the plug on what might have been an enjoyable game.

The tale is set in Armosin, a world of magic and danger, the danger coming from Traklan, the proverbial evil one who keeps the realm in perpetual fear. The good guy is naturally you, Rikka, though you'll need the help of Arrel who is Ruler of the Lost Realm. *Venom* is described as an icon-driven adventure, which it isn't. Can we clear this up once and for all, adventure authors and software houses? An icon is an image that you click on with a mouse or joystick to save you typing in words. An adventure like this one that presents you with a list of words to move your cursor along and choose from is *not* an icon-driven adventure. Words are just words, not icons, understood?

Right, having got that off my chest, the screen layout of the game is very nice indeed. You get a decent graphic in the top-left quarter, or where there's no piccie you get part of a pocket history of



the land of Armosin, sometimes containing useful clues. The text's a bit flowery, but I can live with that.

What I couldn't live with were the responses I was getting from the game when combining the available verbs at top-right of screen with the words in the location description beneath. As I was mounted on a horse at the start, with a tie-rail beneath and an inn to the north, I naturally tried TIE HORSE. I was told I needed a thong. EXAMINE RAIL. Good, there's a thong there, which seemed to have been added to my inventory. TIE HORSE. 'You'll tie yourself into a knot,' I was told. NORTH. 'What, on a horse?' So I entered EAST instead and the game promptly crashed.

I re-loaded, and going EAST was OK this time, so I wandered around on my horse for a while, saw an interesting monastery, avoided falling into a river, then back to the start and the tie-rail. I went through the same routine, but this time remembered to dismount. In the inn there was, naturally, an innkeeper. 'Full character interaction,' the cassette cover promises, telling you that to talk to a character you first select the TALK verb from the list, then highlight the name of one of the characters present. As the only people present were me and the innkeeper, and I wasn't (quite) talking to myself yet, I chose TALK and highlighted INNKEEPER. 'That makes no sense,' was the response. Two inputs later as I tried to examine a locked door, the game crashed again.

Now this wasn't a pre-production review copy, this was a finished game! The first crash came using the keyboard inputs, the second with a Kempston joystick attached, which the game allegedly supports. After the recent fatal bugs in *Kentilla,* and in the Amstrad version of *Rigel's Revenge* (which is fine on the Spectrum), Mastertronic really ought to get their play-testing sorted out or adventure fans will desert them.

Graphics
Text
Value for Money
Personal Rating
4

Title	*Venom*
Publisher	Mastertronic
Price	£1.99

SHARD OF INOVAR

Yet another of those flash little icon-controlled adventures, in the style of *Zzzz* and *Kobyashi Naru,* and filled with funny names in a heroic storyline. You don't want to read it all, I'm sure, so here are the edited highlights: long ago on earth, plague every winter, natives grumpy, elves called Eharin turn up, create stone of Inovar, protects people, geezer called Arthemin looks after it, bad sort, loses it to Kiron, he bungs it in a chest, enter Varwield Secunda (that's you, dingbat), must find Inovar . . . okay, yah?

To perform this mighty task you can use the keyboard or a Kempston or Cursor-controlled joystick, and I recommend that adventurers blow the dust off their joysticks (it's quite legal) as that makes the icons much easier to control.

There are 26 icons around the sides of the screen, a graphic window on the left, an info window on the right, a scrolling info window at the top and your location and message text at the bottom. Icons cover moving, getting, dropping, saving and loading (including RAM), climbing, swimming, killing, examining, using — you know the kind of thing. With some of



the icons, such as the spy-glass for EXAMINE, you must then highlight the word in the text that you want to examine, and if there's a response at all from the program then it's printed on the screen.

One of the icons is INVOKE, and if you can't imagine what an icon for INVOKE looks like then it doesn't matter as an explanation for each icon is printed up in one of the info screens as the cursor highlights it. INVOKE can be used with any of three Rituals that you've been given, and some information about these is given on the cassette sleeve.

Although this type of adventure looks quite impressive, it's unsatisfactory because one uses more a process of elimination than investigation. Use all the options in each place and in the end you'll hit upon the answer. Icons also tend to respond too quickly — keep the fire button pressed for more than a milli-second and you've missed a screen of information that might have been vital. And for all its flash presentation, this one still suffers from the age-old 'sudden death' routine, which most adventurers hate but lazy programmers love.

This is one of the better examples of this type of game, I thought, and I know some readers do enjoy them very much, but it's not to my taste. I lost interest when I encountered a Laryx, whatever that is, on the mountainside, and before I could retreat it butted me off the mountain to my death. I later discovered that you have to mount the beast. Well, what can I say? I hope you'll be very happy together.

Graphics
Text
Value for Money
Personal Rating
6

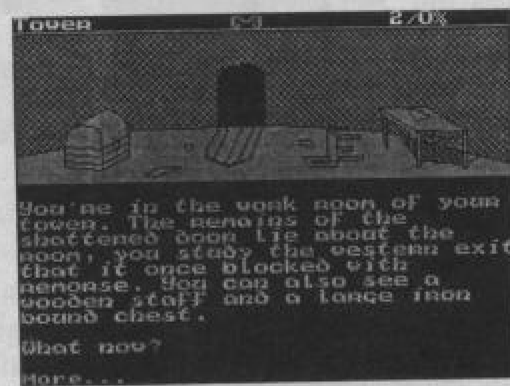
Title	*Shard of Inovar*
Price	£2.99
Publisher	Bulldog

WIZARD'S WARRIOR

Crusader's first release was *Prehistoric Adventure,* which I thought was okay but nothing to get wildly excited about. *Wizard's Warrior* is much better presented, and from the layout and parser I'd say it was *PAW'd*, but the utility isn't credited on my pre-production copy and notes. The better presentation is marred by some careless programming, though, which spoiled the adventure for me before I'd gone past the first dozen or so locations. I like to think I'm going to be presented with a challenge from the game, not from the parser.

The story sounded interesting enough, being yet another tale of funny names. You play the role of Randorlorn, a sorcerer, and it was your duty to protect the child Reld from harm, this babe being the Wizard Warrior of the title. When Reld grew up he was to face . . . yes, an arch black wizard, Sator, in a fight to the death and so restore peace and good and all that stuff to the kingdom. Now you must recruit four great warriors and set off in search of Reld.

In your room at the start you see the remains of your shattered door lying about the floor and "you study the western exit that it once blocked off with remorse" (that well-known building material.) You see a staff and a chest, which naturally you open. LOOK IN



CHEST: "In the chest you can see an unlit torch and a large travelling cloak." GET CLOAK: "There isn't one of those here." Oh dear, it's going to be one of those games, is it? Guess what the parser wants. TAKE TORCH FROM CHEST: "The unlit torch is too heavy for you to lift." What, here I am carrying a large wooden staff and I can't lift a torch? Let it at least say "Your hands are full." You can only carry a few objects, which is a nuisance as you have to drop things and go back for them from time to time.

Early on you have to saddle a horse, but you can't SADDLE HORSE you must PUT SADDLE ON HORSE. When the time comes to remove the saddle you can't GET SADDLE or GET SADDLE FROM HORSE, you must REMOVE SADDLE FROM HORSE, at which point I got the curious response: "You remove the saddle from the horse's back. The sturdy saddle is too heavy for you to lift." Oh yes, well how did I get it off the horse's back, then, a mysterious invisible fork-lift truck?

I gave up this game at the first major problem, when I knew I had to trade something with a shopkeeper, but could I find the right input to do this? In the end I looked at the cheat-sheet, which merely said that the shopkeeper liked second-hand goods, which at least reduced the objects I could offer him to two. But all commands failed: SELL SADDLE TO SHOPKEEPER, OFFER SADDLE, GIVE SADDLE, TRADE SADDLE, SELL SADDLE, SAY TO SHOPKEEPER "BUY SADDLE", SHOW SADDLE . . . when I'd clocked up 250 moves and no further progress (and this on my second playing of the game and reaching this point) I admit to pulling the plug on it before I went up the wall and my dear old Speccy's keys finally wore out. Could have been good, could *Wizard's Warrior* . . . but wasn't.

Graphics	
Text	
Value for Money	
Personal Rating	6

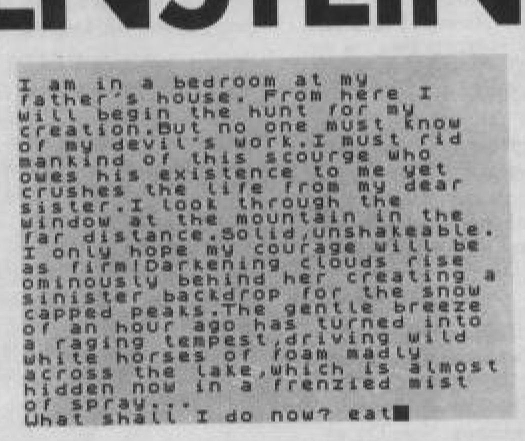
Title	*Wizard's Warrior*
Publisher	Crusader Computing, 18 Henley Wood Road, Earley, Reading, Berks RG6 2EE
Price	£2.99

FRANKENSTEIN

After a success with *Dracula,* it's only natural that Rod Pike and CRL would turn to *Frankenstein* in the hope of having another monster hit. *Dracula* wasn't the hardest game, with far too much sitting round and waiting, but it had lots of lovely atmospheric text for players to read. With *Frankenstein* we don't even get that in what must be the biggest disappointment the Spectrum adventurer's likely to see this year.

The aim of the game is to find and destroy the monster you created some years previously.

In the opening location you have four moves before a storm brings the roof down on your head. If you EXPLORE BEDROOM or SEARCH BEDROOM you're told "I can't for some reason", while if you merely LOOK you find some money. Convincing, huh? So two of your four moves are LOOK and GET MONEY. No exits are given (they never are) so only by trying all exits in turn, N-S-E-W, and by dying a few times do you discover that there's a door to the west. This is *not* the way to get the player on your side at the start of an adventure. Especially as, once you're out of the room, you can't go back in again. The programmer's



obviously got to keep you out as the roof's just fallen in, but it seems strange how a few feet away the storm's so violent that it smashes the bedroom to pieces, while on the other side of a door you can't see or hear a thing.

Downstairs in the living room if you examine the chimney you discover a picture of your parents, which you take. If you examine it again to check if anything else is there, you discover . . . a picture of your parents. Type 'X' and the painting has gone from your inventory, so get it again. Even if you go upstairs and drop the painting on the landing, it always turns up on the wall again each time you examine the chimney. Type RAM SAVE and you're told to start the tape. Type CLIMB ON CHAIR in the living room and you find yourself at the top of the stairs. You're told the movement commands are N-S-E-W-V-D, yet the program recognises SE but not SW, NE or NW. And if you type D in the living room you're told "I see nothing of particular interest."

The only exit from the living room is a locked door to the east, which it is impossible to get through unless your father comes in and opens it from the outside. But (and this is so bad it's funny), he only comes in if you WAIT while sitting in an armchair. WAIT while not sitting and he doesn't arrive. This is really scraping the barrel as far as problem setting goes. And then you're no sooner out of the door and the programmer throws you into a maze. If this had been submitted by a reader I'd have sent it back and said it wasn't good enough to review. As it's from CRL and many may be tempted to buy it, I'll review it just to say that it isn't worth reviewing.

Graphics	
Text	
Value for Money	
Personal Rating	4

Title:	*Frankenstein*
Publisher:	CRL
Price:	£7.95

BACK ISSUES

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1 **JAN '86 Games:** *Rasputin* • *Commando* • *Winter Sports* • *Sabateur*. **Features:** *Droid Wars* — A game to type in. Plus Program Power — Chopper Mission, Worm, Morse Saga.

2 **FEB '86 Games:** *The Young Ones* • *Bladerunner* • *Three Weeks In Paradise*. **Features:** Maclone • Joysticks — The ten best test • Matthew Smith interview • *Art Studio* — reviewed!

3 **MARCH '86 Games:** *V* • *Movie* • *Zoids*. **Features:** Switcha — Multi-tasking on the Speccy • *SpecDrum* — Cheetah's drum kit in a box • Wham! Make it big with Melbourne House's Music Box.

4 **APRIL '86 Games:** *Max Headroom* • *Skyfox* • *Lord Of The Rings*. **Features:** The new 128K Spectrum reviewed • *Dimmer Switch* — Protection for your telly • Getting the most out of *Art Studio*.

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6 **JUNE '86 Games:** *Ghosts'n'Goblins* • *Way Of The Tiger* • 128K games review round-up. **Features:** *SuperColour* — Multi-coloured character squares • Hardware Bonanza — the latest Speccy add-ons.

7 **JULY '86 Games:** *Rock'n'Wrestle* • *Heavy On The Magik*. **Features:** Music hardware — Make music on your Speccy • Saga 2001 keyboard • Interview with Greg Follis and Roy Carter from Gargoyle.

8 **AUG '86 Games:** *Paperboy* • *Pyracurse* • *The Price Of Magic*. **Features:** Hardware Special — Get the most for your money • *Animator 1* — Draw your own conclusions.

9 **SEPT '86 Games:** *Miami Vice* • *Jack The Nipper* • *HiJack*. **Features:** Wild and wacky YS stickers — FREE! • It's all in the wrist action — T'zers coin-op special • *Heavy On The Magik* — Poster map.

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13 **JAN '87 Games:** *Space Harrier* • *Gauntlet* • *Starglider*. **Features:** Pull-out map book • Carry On Screening — T'zer's magnificent movie special • Red Box — The revolution's coming!

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15 **MARCH '87 Games:** *Auf Wiedersehen Monty* • *The Hive* • *Fist II* • *Shadow Skimmer*. **Features:** Let's Get Physical — Sports sims special • *Fairlight II* — Poster map • RamPrint reviewed.

16 **APRIL '87 Games:** *Nemesis The Warlock* • *RanaRama* • *Enduro Racer* • *Saboteur II* • *Head Over Heels* • *Leader Board*. **Features:** *Fist II* — Poster map • This is The Modem World — Get into comms.

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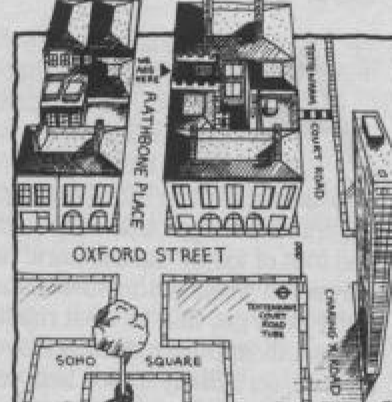
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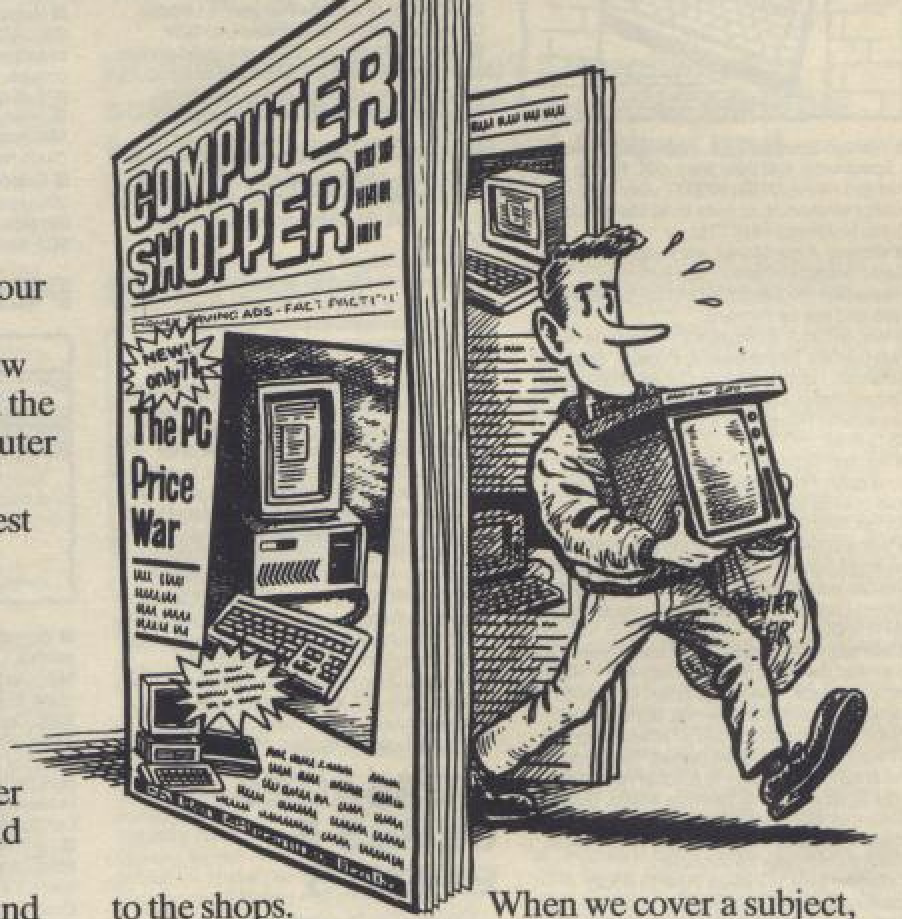
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WANTED



■ Wanted Spectrum +3. Prepared to swop for a Spectrum+ and Spectrum 48K. Phone Richard Hilkins (0788) 822377 after 4pm except weekends, or write to 10 Marsh Close, Crick, Northants NN6 7TL.

■ Wanted *Army Moves*, will swop for *Green Beret*, *Mikie* or *Wham! The Music Box*. Interested? Phone (0535) 661521 between 4-6pm and ask for Richard.

■ Wanted your *Bombjack 2* for any one of: *Pub Games*, *Beachhead 2*, *Popeye*, *Saboteur*, *Arkanoid*. I also want your *Cricket Masks* and *Enduro Racer*. Contact P. Phillips 24 Ormestone House, Hartcliffe, Bristol BS13 9HG.

■ Wanted Opus 128 in good nick, will pay good cash. Phone Ben (0603) 55306 after 6pm or write to 59 College Road, Norwich, Norfolk NR2 3JP.

■ Wanted *GAC* and *PAW*. I am willing to give seven games for each including *The Way Of The Exploding Fist* and £2 in cash. Contact Robert Frosdick, 1 Northolme Close, Grays RM16 2NX.

■ Wanted Tamiya radio controlled Toyota 4×4 or similar. Swop for my Spectrum 48K+ Ram-turbo interface, Cheetah joystick, £70 worth of games, including *Wonderboy*, *Super Cycle*. Phone Anthony (0297) 34757 after 3.30pm.

■ I want to buy the latest games. Send your list and prices. Write today to Manual Rodriguez, Avda Burjasot, 224-2 Valencia 46025, Spain.

■ Wanted: Brother HR5 printer with interface if possible and ink ribbon. Pay £50 ono. Phone (0383) 823491 ask for Jonathan.

■ Wanted *Elite*, will swop *View To A Kill*, *Sparkles Special* (four games). *Gift From The Gods*, all these for *Elite*. Write to James Boulder, 17 Ceadhall Crescent, Harrogate HG2 9NG.

■ Desperately seeking *Turbo Esprit*, *Chess*, *Scrabble*, *Monopoly* and *Enduro Racer* for *BMX Simulator*, *Milk Race*, *Hypersport*, *Tranz Am* plus other classic oldies. For more info phone Tony on (0983) 616753 anytime.

■ Wanted Alphacom 32 plus paper and microdrive. Must be in good nick. Write to William Bulmer, 31 Ash Avenue, Sherburn Road, Durham DH1 2HA.

■ Multiface One in good condition with all instructions booklets. Have 32 games to swop. Phone Ron (021) 472 4539 after 7pm.

■ Wanted urgently microdrive and some blank cartridges. Will pay reasonable fee or swop for loads of original games. Interested? Write to Steve Kidd, 5 Fernhill Close, Ivybridge, Devon PL21 9JE.

■ Wanted 3.5 or 5.5 inch disk drive and interface for Spectrum. Also want Commodore 64 with cassette deck or disc drive, will swop games, *Money*, *A.M.X. Mouse*, lightpen. Phone (0705) 732603.

■ Urgently wanted — microdrive and cartridges, if you have one for sale please contact Ian at (0268) 769942.

■ *Football Director* and *Gary Lineker's Super Star Soccer*. Will swop for *How To Be A Complete Bastard* and *World Class Leaderboard*. Phone (021) 661 1137 and ask for Crawford.

■ Microdrive or printer with interface or disk drive. Will swop if required for original games eg *Sabateur II*, *Fist*, *Gremlins*, *International Karate*, *Decathlon*, *Football Manager* and eight more. Phone Neil Mooney, Tamworth 874196.

■ Spectrum +3 disk program for filing records on. Must be able to update, store and handle 500 records per disc. Contact Peter Wharton, 68 St. James Road, Carlisle CA2 5PD.

■ Swop *World Games*, *Space Harrier*, *Footballer Of The Year*, *Super Cycle*, *GAC*, *1942*, *TT Racer*, *Avenger* for *Sentinel*, *Great Escape*, *Sidewize Sam Cruise*, *Elite*, *Super Sprint*, *Leaderboard*, send sae to F. Stone, 52 Kirkhill Terrace, Broxbuen, W. Lothian EH52 6JG.

■ Volex TTX20005 teletext adaptor for Spectrum, will pay cash. Phone Keith on (091) 514 0043.

■ Wanted: *Turmoil* game for ZX Spectrum, willing to buy or swop. Contact E. Bird, 3 Balshaw Close, Deane, Bolton, BL3 5NG.

■ Wanted war games, especially science fiction and fantasy by *Red Shift*, *Games Workshop*, *Lothlorien* etc. Will swop for latest titles and some older. Phone (0483) 224016 any time, ask for Paul.

■ Wanted urgently, *Input* number 29. Will pay £1.50. Write to Andrew Ramsay, 1 Littleton Close, Noctorum, Birkenhead L43 9QY.

■ Wanted: Multiface 128 or any good printer and interface. Also games to sell or swop including *Army Moves*, *Living Daylights*. Phone with your offers and prices, (0273) 685767.

■ Someone who would be willing to write a program in machine code (for a fee) to store details of my stamp collection. Please write to C. R. Sands, 63 Cloisters Avenue, Bickley, Bromley.

■ Wanted: *Attack of the Empire* by Chilbur software. Will swop for any one of *Cobra*, *Wonder Boy*, *Slapfight*, etc plus more. Also all the latest software to swop 128 and 48. Phone (0648) 68662 after 4pm ask for Simon.

■ Wanted ZX printer and a couple rolls of paper, preferably with instructions. Willing to pay £20. Phone (028) 572285.

■ Wanted Virgin Games' *Horse Racing Manager*, *Ian Botham's Cricket*, swop for *Batman*, *Way of the Exploding Fist*, *Impossible Mission*. One for one swop. Also want *International Manager* (D&H). Contact David Cockayne, 87 Ogley Road, Brownhills, Walsall W58 6BD.

■ Wanted disk drive swop latest software Speccy 48K in Saga keyboard plus cash. If required will consider microdrive or wafadrive. Write to Martin O'Connor, 56 Whittington Hill, Old Whittington, Chesterfield S41 9HA.

■ Wanted: ZX microdrive and information on how to use it. Will swop all the newly released games. Write to Steve Taylor, 23 De Cham Road, St. Leonard on Sea, Hastings TN37 6JP.

MESSAGES, CLUBS & EVENTS



■ Do you like strategy games? Do you want to PBM *Apocalypse* by Command Software? If so write to N. Churchill, 36 Hurst Road, Buckhurst Hill IG9 6AB.

■ A new magazine on the screen called *Blast!* It's new and it's yours for just £1.50 a copy. For details send sae to 17 Sacombe Road, Hemel Hempstead HP1 3RF.

■ 100 POKEs for 100 games, all big hits, so get hacking and send £1.50 for all 100 POKEs. Postal Order or cheque to James Gorfin, Kingfishers Charmouth, Dorset DT6 6QZ.

■ Want to join a new library for games? Then write to David Kennedy, 42 Water Mill Road, Roaheny, Dublin 5, Ireland. Details if you write, or if you live in Ireland phone is (01) 314159.

■ *Software Club* and other stuff. News, fanzines etc, hardware, tapes, everything for 48K and 128K Spectrums. Phone Tim Berry now on (02412) 4267. I's Brill! Fab! Mega!

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■ PBM rugby league challenge. Manage your team to the league and cup double. Send sae for further details to Camelot Games, 1 Cae Ymryson, Caernarfon, Gwynedd, LL55 2LR.

■ Expanding user club seeks new members! Send for Chic Computer Club's latest free newsletter, jam packed with bargains. Chic Computer Club, Box 121, Gerrards Cross, Bucks SL9 9JP.

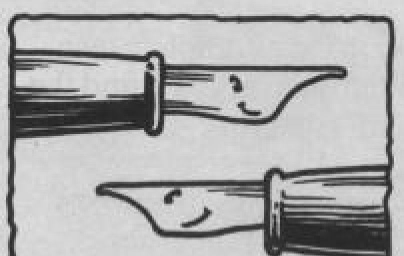
■ Alphasoft Exchange Club — a software exchange/sales, penpal club rolled into one. Free life membership! Send a sae to A.E.C., 5 Watson Close, Bury St Edmunds, Suffolk IP33 2PG.

■ Help! Thrill sucker attack! Need issues of *2000AD* comic to complete collection. May even lower myself to buy your *DC* & *Marvel* comics. London area only. Call Michael (01) 675-1542.

■ Hello, Louise Talbot of Sittingbourne. Matthew Carrier just wrote in to tell you how much he loves you.

■ Booklet of 280 OP codes — includes over 300 undocumented entries. Send £1.50 to M. Sargent, 27 Old Cavehill Road, Belfast BT15 5GT, Northern Ireland.

PENPALS



■ Wanted pen-pals from anywhere to swop games, I am into sport (Glasgow Rangers, Man Utd) and music, (Madonna, U2) must be aged 15+. Write to Ian Fowlds, 23 Templar Rise, Dedridge West, Livingston, W. Lothian, EH54 6PJ.

■ I am a 20 year-old male looking for female pen-pal around same age. Photo please, write to Howard Beevers, 56 Rydal Road, Freehold, Lancaster LA1 3HA.

■ I am 14 and looking for a 12-15 year-old attractive female interested in computers and sport. If interested write to Peter Duke, 47 Green Lane, Copnor, Portsmouth, PO3 5EY.

■ I am 14 and looking for a female pen-pal about the same age. Want a Speccy owner interested in pop music, preferably Iron Maiden and Def Leppard. Write to Graeme MacDonald, 11 North Corran, Ardogour, By Fort William, Inverness PH33 7AA.

■ Poor unworthy slim little wimp, needs female for comfort. Please enclose photo and write to Peter Collinson, 13 Maitland Hog Lane, Kirkliston, West Lothian, EH29 9DU.

■ Pen-pals wanted to exchange POKEs, tips, maps, and games. Any age, male or female from anywhere. I have over 250 games. All letters answered. Write to Manoj Ranchordas, Rua Sacadura Cabral, Lote 23 loA, S Joao do Estoril, Lisbon, Portugal 2765.

■ I would like to correspond with boys about 13, I have a +2 and like football, want to swop ZX Spectrum software. Write to Osman Yakoob, 57 Alwyne Road, London SW19 7AE.

■ I am male, aged 14, I have a Speccy +2 and would like to swop software with pen-pals from all over the universe. Write to Robert King, 27 Bucklebury, Hanworth, Bracknell RG12 4YH.

■ Pen-pal wanted. I have a few games to swop like *Paperboy*. Send your list for mine. Write to Gulvinder Matharu, 123 Pearcroft Road, Leytonstone, London E11 4OP.

■ I am a 14 year-old male who seeks a nice looking girl, aged 14-16. I like sport, computers, TV and girls! Please enclose photo. Write to Dougie White, 43/5 Broomhouse Grove, Edinburgh EH11 3TY.

■ Male aged 16 wants female aged 16+ who owns a Spectrum plus to swop games, ideas and tips. Send your list for mine. Write to Raymond Bannon, 13 Lynfield Place, Blakelaw, Newcastle upon Tyne, NE5 3TJ.

■ Two 13 year-old good looking males seek two attractive females, same age, who live near Eaglesham. Send photo please to Colin and Lain, 1 Humbie Road, Eaglesham, Glasgow G76 0LX.



■ 12 year-old female wants pen-pals from home and abroad, to swop games, ideas etc. All letters answered, write to Penny Emms, 121A Old Birmingham Road, Marlbrook, B'Grove, B60 1HH.

■ I would like female pen-pals from all over the world, aged 17+, all letters will be answered. Interests are sports, music and going out. Write to Anthony Leeds, 91 Howley Grange Road, Halesowen, West Midlands, B62 0MS.

■ Greetings all you guys out there. Want to write to two gorgeous gals?! Then read on... if you are going to be the daring duo — write to Kat and Saz, c/o 22 Cherry Garden Avenue, Folkestone, CT19 5LD.

■ Hi! I'm 13 and wish for a male/female pen-pal of same age interested in computers. If you fit the above then write to Jason Ellise, 20 Empire Street, Whitburn, West Lothian, EH47 0DX.

■ Hi! I'm looking for an attractive female aged 14-16. Interests include computers and having fun. Please send photo and write to Andrew Wilson, 7 Milton House, Kingsnympton Park, Kingston Hill, Kingston upon Thames KT2 7TL.



■ Hi! All you Speccy owners out there. Are you looking for a female pen-pal aged 15? Get your pen to paper and start writing to me now with photo. Address: Faye L. Neal, The Anchorage, Richmond Place, Lowestoft, Suffolk, NR33 0EW.

■ Hi! I am 14 and looking for pen-pals aged between 13-15 any sex. I am into Beastie Boys, Madonna and Janet Jackson. All letters will be answered. Tracy Gallon, 44 Firtrees Avenue, Wallsend, Newcastle NE28 0AX.

■ 17 year-old-male, desperately needs good looking female, age 16+. Please enclose photo if possible. All letters will be answered. Daren, 79 Lindon Road, Reading RG2 7EZ.

■ 16 year-old male seeks, 16 year-old female must be attractive and fun to be with, and live within a ten mile radius. Please write to: Gary French, 23 Shrubbery Road, South Darenth, Nr. Dartford DA4 9AP.

■ A 13 year-old boy requires girl 12-14 who likes football and computers, write to Martin Watson, 21 Whitehorse Street, Hereford HR4 0EP.

■ 19 year-old male seeks female pen-pal, similar age, preferably in London area. Tim O'Keefe, 16 Jellicoe House, Osnaburgh Street, London NW1 3AY.

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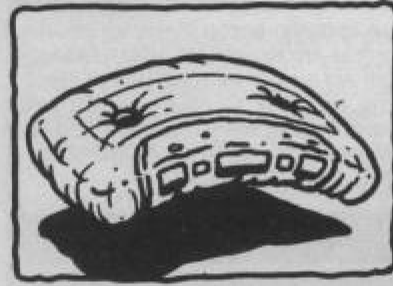


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■ 48K Spectrum, data recorder, Ram Turbo interface, joyball and 50 games, worth over £400. Sell for £125. Phone (0403) 62961.
■ Oris-148K, boxed with all leads, 30 games, books etc. Includes speech synth., Offers phone (0854) 82315 and ask for Ian after 6pm.
■ Spectrum +, recent repair and service, including power pack, leads, Kempston compatible interface, user guide and games, £70 ono. Phone (021) 552 5730 after 6pm.
■ Spectrum +, Wafadrive, 18 wafers, Alphacom printer, four paper rolls, joystick, interface, Centronics, RS232 cables, many games, magazines, all for £200, might split. Phone (061) 226 6199.
■ 128K Spectrum still boxed, with over approx. £350 worth of software, cassette recorder, joysticks with interface. Also 128 only music keyboard, £60 worth mags, all for £250. Phone (0845) 577320.
■ Speccy 48K, joystick, loads of games for only £74.99. Phone Leo, at 01-340 9788.
■ Spectrum + for sale, cassette recorder, manual, over £200 worth of m/code + Basic books, over £250 worth of mags, over £400 worth of games, sell for £225. Craig Bowman, 24 Roosevelt Road, Durham DH1 1PR.
■ Spectrum +, Interface I, microdrive, Multiface I, joystick, tape recorder, over £350 of software including *Sentinel*, *Mercenary*, *Nether Earth*, *Six-Pack*, worth over £650, only £165 all boxed. Please phone (0628) 72184.
■ Spectrum 48K co-profile keyboard, switchable interface and joystick, VTX5000 modem plus some games, no tape recorder hence only £100, phone (0786) 824582 and ask for Tom, no separate sales.
■ Spectrum 48K, Kempston tri-state joystick, interface with Quick shot II, the *Graphic Adventure Creator*, the ZX printer, over 30 original games, Kempston Centronics printer interface, 100s of mags and a data recorder £215 ono. Phone Mike on Plymouth 344626.
■ Spectrum +, data recorder, RAM Turbo interface, two Quickshot II, four games, on/off switch fitted. All boxed except joysticks, worth £120 will sell for £80 ono. Phone Peter on (692) 1176 after 4pm.
■ Spectrum 48K, Saga I, keyboard, software, books, mags, microdrive Interface 1, joysticks, Alphacom printer, *SpecDrum*, two cassette recorders worth £900 will sell for £250 ono. Phone 01-942 9570 ask for Chris.
■ Two Spectrum 48K's, one still boxed, tape recorders, two interfaces, joystick, books, mags, 50+ games £160 or swop for Commodore 64K *(You're mad! Ed)* with joystick and few games. Graham Hall, 10 Taleworth Close, Bowthorpe Est., Norwich, Norfolk.
■ Wanted ZX printer, two microdrives with ribbon cables. Also ZX interface I. Phone Ray on (01) 205 1491 after 6pm.
■ Spectrum 128 + 2 boxed as new, 3 months old, 2 joysticks, Cheetah 125+ and fantastick F3, Cheetah interface 4, cassette banks, £50 of software, £35 of mags/books, cost £255 sell for £155 ono. Phone Robin (01) 857 5791 after 4pm.
■ 48K Spectrum + and selection of games for sale for £50. Phone W. Salduk (041) 959 2919.
■ Spectrum 48K, turbo interface (dual port), everything complete and in excellent condition. Any offers? Write to Emil L. Engeland, Mehlen 8c, 3074 Skoger, Norway.
■ Multiface 3 for sale for £35, brand new, still boxed. Phone (0909) 484260, ask for Keith. Also Cheetah joystick 125+ for sale £3.
■ AMX mouse for sale with software for 48K Spectrum. Phone (0948) 3961 after 6pm and ask for Nigel, weekdays only please. Was £70 now only £50. Unwanted Christmas present.
■ Urgent swop. My specdrum and interface for your Multiface 1 or 128. Also want to swop games. Write to: Luis Miguel Pinto Rodrigues. Rua Saladura Cabral, Lote 23, 4º Andar A, 2765 Estoril, Portugal.
■ Spectrum +2, over 60 games, over 40 magazines, joystick, manual, sell for £180. Phone (0624) 815778, ask for Jason.
■ For sale Spectrum 48K with Interface 2 and many games. Also included, 22 inch colour television, £150 ono. Phone Julian on (069) 712882.
■ 48K Spectrum, cassette recorder, Alphacom 32 printer, paper, manual, books, plus £50 software, incl. *Matchday*, *WS Baseball*, all in very good condition. Cost me £300, will sell for £90 ono. Phone (061) 445 6617, ask for Izzy.
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■ Swop VHS video recorder for Spectrum hardware. Glasgow area only. Phone Mark on (041) 954 7362. Examples: video digitiser, specdrum, ram music machine, mouse, VTX 5000, disk drive, volex TTX2000, or sell.
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SOFTWARE



■ Do you want to swop the latest games? Then send your list to Morten Jacobsen, Ryetvec 49, 3500 Varlose, Denmark.
■ Swop *Play For Your Life*, *Star Runner*, *Beach Head II* and *Nuclear Countdown* for *Gauntlet 1 + 2* and *Astro Clone*. Preferably 128 games. Stephen Lewis, 92 Coldbath Street, Greenwich, London SE13 7RL.
■ Swop *Greyfell*, *Popeye*, *Spitfire 40*, *World Series Baseball*, *Punchy*, *Trivial Pursuit*, *Jet Set Willy*, *Helichoppy*, would like *Monopoly*, *Cluedo*, *Exolon*, *Road Runner*, *Saboteur 2*, *Hydrofool*, phone Glenn on (05531) 762419.
■ Will swop *GAC* and *Never Ending Story* for *Saboteur II*, *Enduro Racer*, *Scooby Doo* and *Full Throttle*. Originals only. Phone St. Helens 58326 after 5pm and ask for Dave.
■ Wanted *Leaderboard* and *Winter Games* for *Solid Gold* which has *Gauntlet*, *Ace of Aces*, *Infiltrator*, and both *Leaderboard* and *Winter Games*, in perfect condition. Phone Tony on (0983) 616753.
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■ I will swop my *American Football* and *Chess* or *Milk Race* for *Rock and Wrestle*. Phone (0903) 761150 and ask for Stephen. Also want *World Games* or *California Games*.
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■ Will swop *Bat Man* and *Trio Hit Pack* for *Barbarian*. Phone Sheffield 584825 after 3.30pm ask for Adam.
■ I will swop *Joe Blade*, *Avenger*, *Down To Earth*, *Hit Pak* for *Paper Boy*, *Pac Man* or *Ghosts And Goblins*, one for one! Phone after 4.30pm, (01) 589 0703.
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■ Originals to swop: *Taipan*, *Auf Monty*, *Miami Vice*, *Cobra*, *Feud* and others and budgets. I want *Renegade*, *Nemesis*, *Warlock* or any other games. Write to H. Thobhani, 79 Ashleigh Road, Leicester LE3 0FD.
■ Want *Combat School*, *Ace II* and *Gary Lineker's Superstar Soccer*. Will swop for *Tasword II*, *Forth*, *Scrabble*, *Print Utilities*, *Beyond Basic* and *Make A Chip*. Contact Grant Holmes, Greenpark, Helmsdale, Sutherland, Scotland.
■ Hello you Dutch folks! Want to swop games? Send your list for mine. Write to E. Dullaard, Groeneweg 11, 2761 DD Zevenhuizen, Holland.
■ I have over 500 games to swop with you. Send your list for mine. My address is: Rui Jorge Gomes da Silva, Practea Joao Moreira Barros, 41 Candal, 4400 Vila Nova Gaia, Portugal.
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■ I desperately need a Multiface one and I am willing to swop it for a Currah speech unit and 16 games! Phone Warren (0304) 611252.
■ Printer and interface wanted, must be 128K compatible, swop for software. Write to David Mennell, 72 Hemswell Ave., Greatfield Estate, Hull HU9 5JZ.
■ Wanted for 48K Spectrum plus, instructions for DK Tronics 16/48K lightpen, or if you have spare lightpen please contact Gary Hardman, 63 Beauchamp Ave., Rownell, Gosport, PO13 0LQ.
■ Will swop *Armageddon Man* for *Hi-Softs*, *Dev Pac* or *GAC* and *Trivial Pursuits* and *Baby Boomer*, *Extra Questions* for a Multiface one. Also swop games send list for list. Darran James, 27 Stuart Avenue, Richmond, North Yorkshire.
■ I will swop *3D Viewpoint*, *Super Gran*, *Zip Zap*, *G-Force*, *Super Spy*, *Meteoroids* for a *Doodler* lightpen, other makes considered. Phone (0424) 432763 ask for David.
■ I have about 170 games to swop, many new and some golden oldies. Your list for mine. Write to Gavin MacFarlane, 13 Somnerfield Grove, Haddington, East Lothian EH41 3RR.
■ Will swop games, phone Dino for list (01) 889 7281 after 3.30pm.
■ Will swop *Action Biker*, *Defenda*, *Storm*, *1994* for *Exolon* or *The Great Escape*. 3 for 1! Write to Gary Lowson, 3 Muirton Bank, Perth, Scotland. Must be originals. Write soon!

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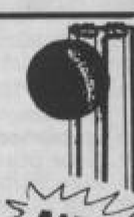
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Oh No! My Winkles Gone All Limpet Compo

Cast your mind in a backward direction and recall the puzzler we posed in August's *Frontlines*, "What Are Whales?" The answer, of course, for all non-aquatic life forms, was 'b' – Mammals. And here are the 10 winners, who all receive a Mastertronic 'Le Mans' T-shirt. Lucky people . . .

David Haffner, Redditch, Worcs; Chris of Warrington, Cheshire; Kenneth Banks, Scotstown, Glasgow; Julian Mawson, Guisley, Leeds; Darren Hughes, Wickford, Essex; Martin Wilkes, Coventry, West Midlands; Roger Copleston, Blackwood, Gwent; Darren Cook, Cambridge; C Clarke, Glossop; D Schofield, Tamworth, Staffordshire.

My Names Bond, James Bond, But My Friends Call Me Angela Compo

This caption-compo in the September issue brought more than the usual batch of lavatorial humour in the mail (some were so filthy that they probably contravened the Post Offices' Illegal Publications Through The Post Act). This apart we did manage to dig out a few reasonably clean and witty entries to win the first prize of a rather 'coool' Alba Midi System and five runner-up James Bond Movie Books.

1st Prize Winner: Nigel Sturdy of Chelsea, London.

Runners-up: Neil Ogden, Wirral, Merseyside; P A Armstrong, Tooting, London; Kristofer Mand, Gagnef, Sweden; Jamie Williams, Wigan, Lancs; D C Trevor, Guildford, Surrey.

I Want To Be An Ultimate Photon Warrior Compo

Continuing the *YS* never-ending struggle for peace and goodwill, an Entertech Photon Blasters Set (oo-er!) was offered as first prize in this spooky little compo. There were also 20 copies of *Micronaut One* up for grabs if you could whisk up the answers to our three tricky mind-benders. One smart alec (actually, a smart David in this case), pointed out that none of our multi-choice solutions were right since we made a small *faux-pas* in typesetting. Still, you know what we meant!

1st Prize Winner (Way-hey); Michael Sugrue, Harrow, Middlesex.

Runners Up: Mark Haynes, East London; Paul Brunford, Minehead, Somerset; Paul Williams, Thornbury, Bristol; David Hodgson, Barhill, Cambs; A G Shearstone-Walker (oo-er?), Eastbourne, East Sussex; K M Rix, Norwich, Norfolk; David Merret of Rayleigh, Essex; Daniel Thomas, Ponfardawce, West Glamorgan; Andrea Vettese, Morecambe, Lancs; Wayne Styles, Breightmet, Bolton, Richard Hall, Tamworth, Staffs; Lee Crowhurst, Hornchurch, Essex; R J Spencer, South Benfleet, Essex; Anthony Johnson, Willesden Green, London; Christopher Wells, Cambridge; Christopher Flatt, Chelmsford, Essex; Keith Giscombe, Droitwich, Worcestershire; Matthew Hobbs, Camberly, Surrey; Alistair Wibberley, Littlemore, Oxford; Joao Miguel Dos Santos Barros, Lisbon, Portugal.

Elementary, My Dear Watson! Compo

What do you say if you see a citrus fruit coming through the door? A-lemon-entry, my dear Watson! (Sorry, we couldn't resist it). Anyway, bit of a brain-free zone on this compo since most of you missed that it was Sherlock Snout himself who commited the dirty deed. Twenty-five copies of Melbourne's new *Cluedo* game plus five copies of the *Cluedo* Video was the stake, and here are the successful detectives . . .

Winners: Paul Howard, Enfield, Middlesex; D Orosun, Stoke-on-Trent, Staffs; Kevin Gentry, Westcliff-on-Sea, Essex; D M Turvey, Thames Ditton, Surrey; Mark Watkins, Amersham, Bucks.

Runners-up: Andrew Shepard, Fareham, Hampshire; Mark Bunting, Albrighton, West Midlands; Jon Rose, Nyetimber, West Sussex; G Smith, Hallcroft, Notts; Simon Thomson, Kirkby, Lancs; Daniel Lean, Stoke-on-Trent, Staffs; Tom James, Allerton, Bradford; Steven Rowell, Washington, Tyne and Wear; James Hughes, Stocksfield, Northumberland; Iain Ollershaw, Abroate, Angus; David Harris, Dundee, Scotland; Richard Jarvis, Acton Park, Wrexham; Neil Preston, Wolverhampton, West Midlands; M H Qushu, Normanton, West Yorkshire; Andy Edgerton, Penketh, Cheshire; S Reeves, Sulhamstead, Reading; Ralph Caton, Stoke Newington, London; Barry J Hemings, Erith, Kent; Lee Jones, Coventry, West Midlands; Barry Carter, Ashfield Valley, Roachdale.

Illusion Is The Ultimate Weapon . . . Unless Of Course You've Got A 20 Megaton Nuclear Warhead Compo

This has to count as one of the silliest titles we've ever had for a compo and some of them have been pretty silly. The entries we had for this caption compo reflected this flash of *YS* wit. There were three – yes three main prizes consisting of a copy of Gremlin's *Mask* game, a wall clock, sports bag and pencil. Gremlin's generosity didn't end there though, since there were also 20 runner-up prizes in the shape of a *Mask* game too!

Winners: Nick Almond, Coundon, Coventry; Nicholas Clark, Wisbech, Cambs; Robert Green, Rotterdam, Holland.

Runners-up: David Alderson, Blackpool, Lancs; Neil Spooner, Billericay, Essex; M Rawston, Accrington, Lancs; John Tabraham, Prescot, Merseyside; Andrew Longhill, Paisley, Scotland; Jimmy Mulholland, Dumbarton, Scotland; A Hume, Belfast; Paul Thomas, Broadgreen, Liverpool; James Donlan, Clapham, London; Christian Van Tilburg, Carlisle, Cumbria; Darren Southerland, Lanarkshire, Scotland; Timothy James Baker, Hinhead, Surrey; Craig Smith, Solihull, West Midlands; Iain Asher, Fife, Scotland; Egbert Brassbottom, Christleton, Chester; Lasse Eldrup, Hvidore, Denmark; Seven Heppingstall, Earl Shilton, Leicestershire; James Kenney, Weybridge, Surrey; Jonathon Winter, Falmouth, Cornwall; Steve Drake, Dundee, Scotland.

Geepers Creepers Gis' A Gobot Compo

Well, you didn't have much problem with the wordsquare in this compo, did you? Having sorted through the warehouse-full of entries in a mere matter of months – we can now tell the tale of the winners, 23 in all, who will each receive a copy of Ariolasoft's *Challenge Of The Gobots*. The top three also get their sweaty Cambers upon a toy Gobot and a Sony Walkman no less.

Winners: Gary Owen, Holyhead, Gwynedd; Tony Macdonald, West Beckton, London; A Leigh, Hounslow, Middlesex.

Runners-up: Ian Chatten, Lowestoft, Suffolk; J A Riddle, Herne Bay, Kent; Simon Barnard, Herne Bay, Kent; Steve Drake, Dundee, Scotland; Stuart Eastwell, Margate, Kent; Stephen Frankham, Gilmorton, Leicester; John Walters, Upper Newbold, Derby; Pieter Teuiuermau, Belsele, Belgium; Malcolm Lashley, Sprowston, Norfolk; Andrew Strone, Fenny Bridges, Devon; Gavin Hudson, Northallerton, North Yorks; Nicholas Clerk, Friday Bridge, Cambs; James Garrett, Pond Hill, West Sussex; Darren Hughes, Wickford, Essex; Gary A Vickers, Langworth, Lincoln; K Maclean, Claggan, Fort William; Daniel Winterbottom, Sutton Park, Hull; Joáo Carlos Diroto, Linda-a-Velha, Portugal.

YS/US Gold Computer Brain Of 1987 Award

Well, aren't you a lot of clever espadrilles then? One of the four finalists in this *YS*/US Gold mega-event actually managed to score 80 out of 80. As we write the bun-fight in London Town hasn't taken place, but it should be a hard fought contest. Strange, but notice how three out of four finalists come from Yorkshire?!

Finalists: Dean Ashton, Brompton-By Sawton, North Yorks (80/80); Andrew Paine, Keighley, West Yorks (79/80); Robin Cavill, Dewsbury, West Yorks (79/80); Jamie Rowland, Eddington, Birmingham (79/80).

My Name Is Phweep! Beep Beep Beep! Compo

Depending on how you look at it, the 20 winners of this *Frontlines* compo were lucky enough to pick themselves up a rather natty whistling keyring. Very nice too, and all you had to do was spot the fact that Jimmy Bond's mate in the CIA is Felix Leiter, and not that furry feline Felix The Cat as many of you seemed to think! Not the purr-fect answer here, we're afraid!

Winners: P Williams, Thornbury, Bristol; E Callaghan, Cirencester, Glos; Murray McMillan, Gourock, Scotland; Victor Ellis, Handsworth, Birmingham; Martin McKensie, Invervie, Scotland; Christian Morris, Luton, Beds; Simon Ball, Loughborough, Leics; Mika Stoute, Bury St Edmunds, Suffolk; Paul Tuner, Ingold Isthorpe, Norfolk; Richard Dodd, Penhow, Gwent; Master P Beales, Smithills, Lancs; Alex Smith, Stockport, Cheshire; Thomas McAleer, Easterhouse, Glasgow; Wayne Armstrong, Barnsley, South Yorkshire; Miss E M Dron, Sutton, Surrey; John Monday, Bracknell, Berks; Mike Prior, Rutherglen, Glasgow; Jonathon Roud, Leytonstone, London; Keith Goodenough, Anerly, London; David Woodfield, Great Barr, Birmingham.



BACKSTABBIN'

Stalking the corridors of controversy, walking those mean streets of computer gaming – no it's not Arnold Schwarzenegger, but "Slim" *John Minson*. This month he turns his mind to women. Oo-er!

Right, I want you to listen carefully because what I have to say is of profound importance to you, me and CAWKI (Civilization As We Know It). Gather round for I have made a devastating discovery ... it has recently come to my notice that this fine, upstanding hobby of ours has been infiltrated!

"What?" you cry! "Communists? Vegetarians? Bolton Wanderers supporters?" "No," I reply, with a shudder (I like a good shudder around this time of day), "it's far worse. I mean ... gurlzz!"

Wibbly Bits

Yes, girls, most of them of the female gender, some possessing those wibbly bits which make Strong men go weak at the nostrils as stiff upper lips transfer their starch to other, baser parts (and if anyone would like to come round and starch my baser parts they'd make a happy man feel very old).

Yes, those terrible typing errors, girls, are to be found in almost every area of the computing industry. Take the software companies. Take Magnetic Scrolls. Take my wife – please (old music hall joke performed in old music halls – now you know why cabaret is dead). Take that company's head honcho, Anita Sinclair. Is she not fragrant? Is she not beautiful? Is she not (gasp) female?

Let's trace the corruption further. Who publishes Mag Scro (as we hep-cats say – unluckily everyone else is def so doesn't hear us)? Rainbird. And who owns Rainbird? Telecomsoft. And who manages Telecomsoft? Ah-ha, another woman, Paula Byrne! YOU SEE!

Sensuous

It doesn't stop there. Computer Public Relations is almost totally run by girlies. Lesley Mansford at Electronic Arts, Nadia Singh at Headlines, Michael Baxter at ... whoops, sorry about that Mike but you look so convincing in that skirt. Yes, all these slinky, sensuous love-bunnies buying drinks for us poor, innocent journalists. What is a mere male to do (answers on the back of a Donald McGill postcard to *YS*, Third Cubicle, Euston Gents)?

There are even rumours that the editor of this very magazine is actually a chap-ess. Okay, you knew where you were with the last incumbent of the Regal Throne of Castle Rathbone (please flush on leaving). If the quivering moustache didn't give it away, the name should have. Kevin COX! But as for T-zer, well ...

At least there's one domain that the women don't seem to have penetrated yet and that's actually playing with computers. Yes, we're safe for the time being. Girlies don't play games. And I for one am ...

No, enough of this bull! Over 50 percent of the population is female (so why can I never get a date on a Friday night, you ask?) and yet the majority of them are not buying computers or software which is bad for hardware companies, bad for software houses and bad for you and me.

Hang on – why should you care if a load of girls don't want to play *Mega-Massacre On The Planet Zarquon*? Well, unless we burn all the women as witches, most of us will spend the rest of our lives in close proximity to that other half of the population. And establishing a peaceful co-existence is going to be a lot easier if we understand each other and can share common interests.

Big 'n' Butch

So what is it about computer games that attracts men and not women? Could it be the subject matter? There's the big, butch *Barbarian*; there's killer *Cobra*; there's rampaging *Rambo*. What if *Buggy Boy* became *Buggy Girl*? How about *Fergie Hardest*? And shouldn't we replace *Jet Set Willy* with *Jet Set*... well, work that one out for yourself.

The only game that I can think of featuring a woman in a prominent role is *Sam Fox Strip Poker*, and I think even the most entrenched male chauvinist pig would raise his snout (*Oy! Phil*) from the trough to agree that that is hardly a service to feminism.

But the real question is whether feminisation (good word – *The Guardian* is welcome to borrow it?) of games would actually make any difference. Certainly it wouldn't change the game-play. After all *Fergie Hardest* would still be the same old sprite, with the addition of a couple of extra pixels.

But software houses don't like to take the risk. Somewhere in the dim and distant recesses of the pulpy grey matter I laughingly call a brain, I remember a company tried to produce a line of titles aimed at girls. I suppose you should give it 10 out of 10 for trying but the first one was a gripping simulation of... show jumping. It fell at the first fence.

Load Of ...

Could it be that the intended market – sweet micro-innocents that they were – still recognised a somewhat patronising pile of horse manure when they saw it?

Women's software can work though. American adventure giant Infocom recently released its first title with a female character. *Plundered Hearts* is a swashbuckling romance set somewhere between Barbara Cartland and Captain Blood. The company held its breath. Would it sink with all hands? The answer was a resounding 'No'. It's become one of the most popular releases in '87 – and men are playing it too!

The secret is that *Plundered Hearts* is well up to Infocom's usual high standard – as you may well find out now that the Spectrum has a disk drive. But even then it has to break a major barrier – techno-fear.

Big Boys

Yes, all us big boys are brought up to believe that we can mend cars, change plugs and play with computers. Girlies, on the other hand, are supposed to be gentle, soft and instinctive. We get guns, they get baby dolls. No wonder they don't automatically relate to the hi-tech mysteries of high scores, 'shoot the red one to get the orb that gives you bonus points on level 3' and POKEing for infinite lives.

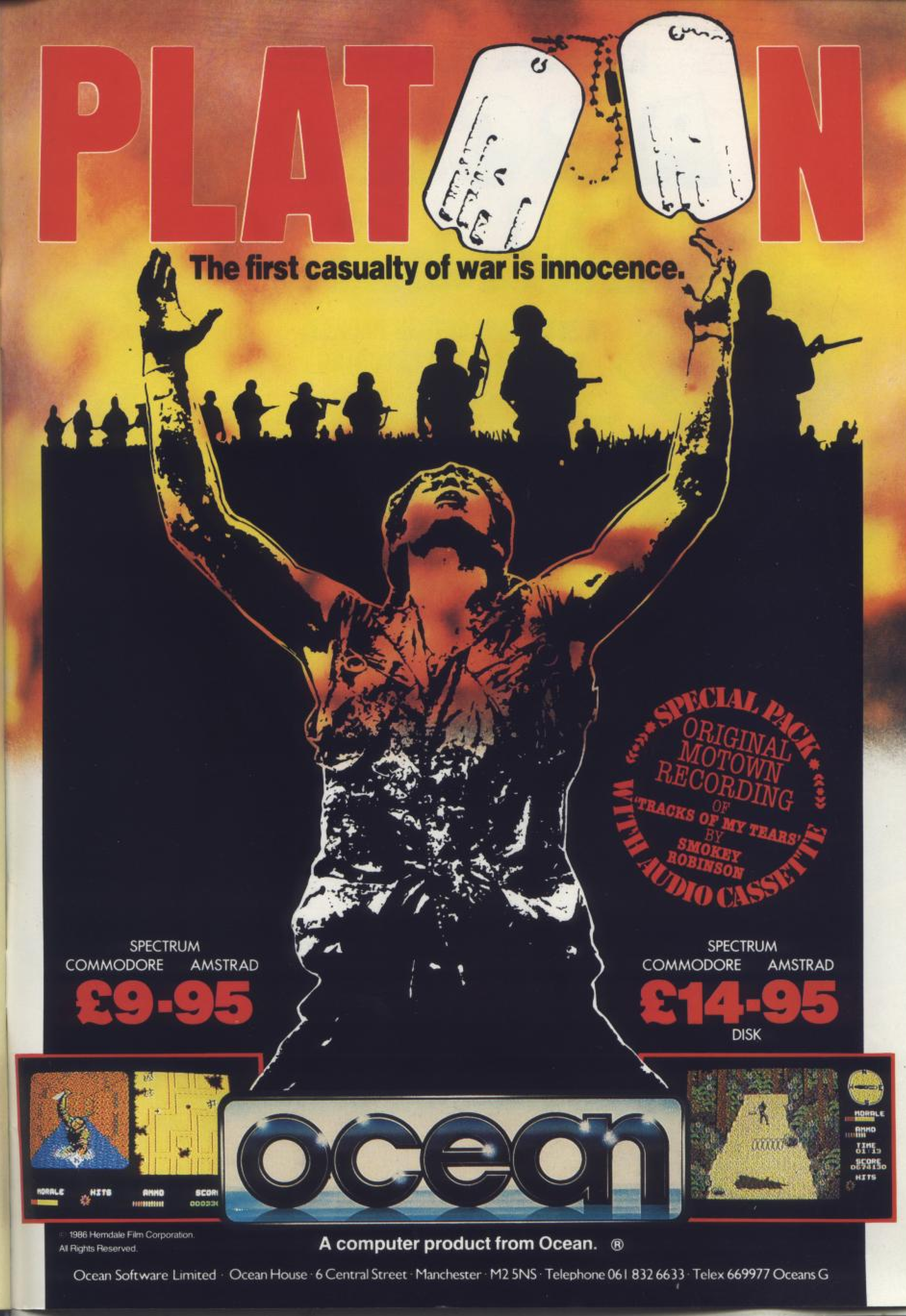
Not that they can't. You should see the aforementioned Ed on a Friday evening when the Nintendo is rolled out and she takes on all comers in the weekly *Super Mario Brothers* marathon. As for Rachael (*Blood 'n' Guts*) Smith... how did that nice, quiet girl get turned into the raving psycho we all know and fear?

Well, they both found out pretty quickly that there's really nothing difficult about typing Load "" and starting a tape recorder. In fact it's a lot easier than cooking the Sunday roast ... and a lot more fun! Which is why I'm offering you this suggestion for Valentine's Day.

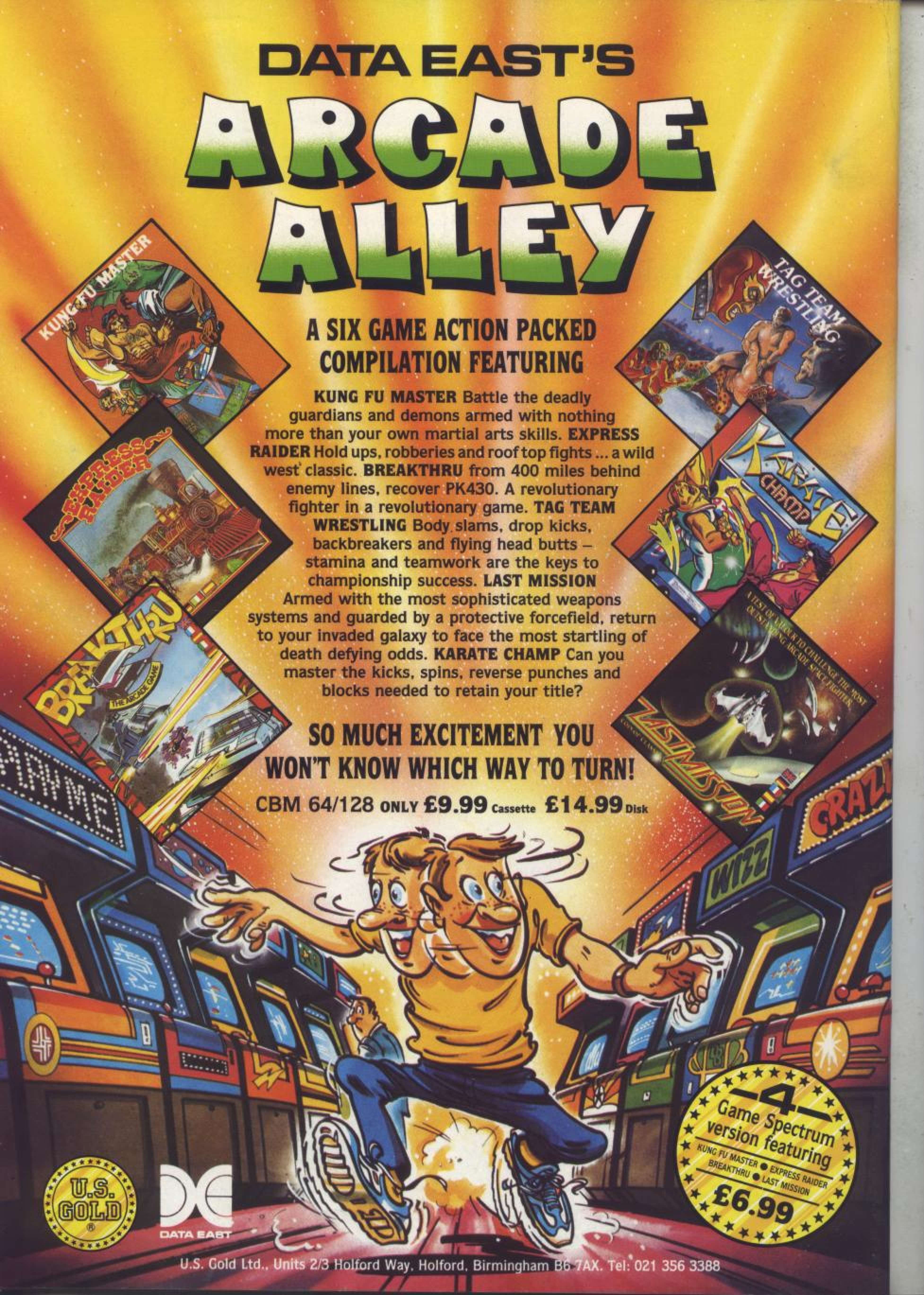
Next time your sister, mum or the girl from next door asks you what you're doing, don't just sneer as if they could never understand it. Show them and who knows, maybe you'll actually make another convert to the Spectrum. But best of all, you'll communicate with one of those strange alien beings ... and you may find that it's more fun than jiggling your joystick on your own!



Illustration: Nick Davies



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